

BEST GAMES EVER: EXTREME SPORTS THE HOTTEST EXTREME SPORTS GAMES WIN A TON OF MAT HOFFMAN GOODIES! A-Z OF X-SPORTS TONY HAWK'S PRO SKATER 2

**SPECIAL EDITION!**

COLLECTOR'S EDITION ♦ THE EXTREME SPECIAL



PlayStation

# PlayStation

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**PRO BMX**

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**EXPOSED!** Inside the latest BMX-er from the makers of Tony Hawk's Pro Skater!

**EXCLUSIVE!**

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- Dave Mirra Pro BMX
- Tony Hawk's Pro Skater 2
- Sled Storm
- Sno Cross Championship

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**WIN!**  
**A Mat Hoffman BIKE!**  
Full details on page 97



**MOTO RACER**  
WORLD TOUR

**SNO CROSS**  
CHAMPIONSHIP

**COOL 4**  
BOARDERS  
STEEP SLOPE SLIDERS!

**TONY HAWK'S**  
PRO SKATER 2

**PLUS! SLED STORM ■ GRIND SESSION**  
**■ WINTER SPORTS: WE DO IT THE HARD WAY!**  
**■ CALIFORNIA'S X-GAMES ■ AND MUCH MORE!**

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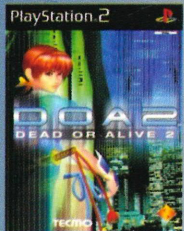


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PlayStation 2

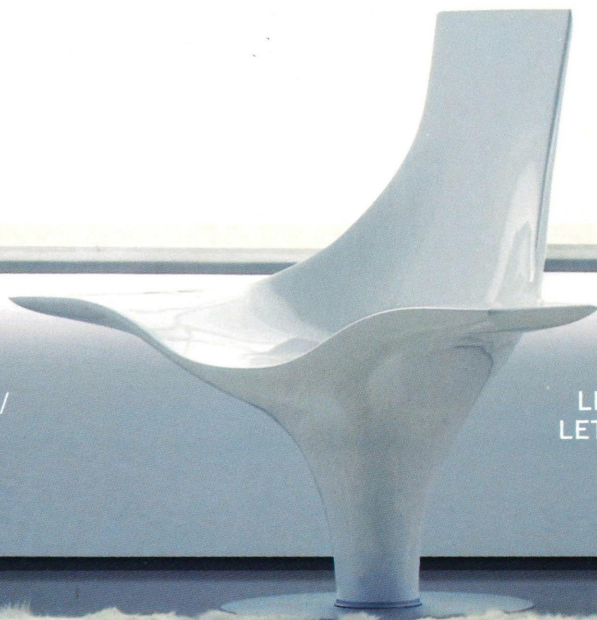


What are friends for? Why, pummelling through walls, drop kicking down stairs and hammering through floors, of course. Dead or Alive 2 brings a whole new meaning to redecorating your environment. For really big jobs may we suggest the four player option. Just remember to tidy up after yourself. [www.uk.scee.com/DOA2](http://www.uk.scee.com/DOA2)

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FRACTURES SKULLS.

KEEPS FEET WARM/  
SOAKS UP BLOOD.

LETS LIGHT IN/  
LETS PEOPLE OUT.





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1998/1999

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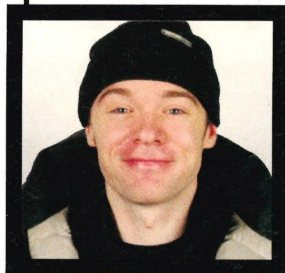
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When's the last time you went belly-up head-first down the snow-covered local hill atop a rickety sledge to the cheers of the locals? Me? Ten years ago. Think a stalefish is something Jamie Oliver left in the fridge? We've been on Sno Cross expeditions, pulled backside triple kickflip McTwists with Tony Hawks, sick barspin backflips with Dave Mirra and snowmobiled to with in an inch of our lives all within an afternoon. How did we manage? That Extreme Sports demo disc, that's how. Reliving youthful scrapes with the grim reaper has never been easier (you could even use the cd case as a snowboard). Alright, better not.

Well, the first snowmobile was developed in 1915, but it wasn't until 1998 that the sport made it to the Winter X-Games, quickly proving to be the most popular event. But it just goes to show, as soon as someone draws a line and decides to start a new craze for anything, someone else, even less safety conscious bounds across it and patents something even more carnage inducing. You'd think this sort of thing'd make good videogames. And you'd be right. Ever heard of wakeboarding? Win a three copies of JVC's new extreme sporter *Burnstrick* and see our opening feature for more details.

*Tony Hawk's 2* is the current king of boarding and the review kicks off on p16 followed by a massive behind the scenes romp through the build-up to the its release. Not only that, there's tips for the playable demo on p29 and a stack of challenges ankle-twisting and otherwise down on p30. *Dave Mirra Freestyle BMX* follows on for the review, challenge and tips makeover starting on p32. We visit the X-Games (summer ones this time) in California to hunt down the next big thing in videogames over on p40. Mat Hoffman pops in for a chat on p45 while *Sled Storm* opens the Sno Cross floodgates on p46 with a spine-shattering stunt masterclass over on p49.

It looks pretty easy on-screen, but real life skiing, snow-blading and snow-boarding bruises more than fragile egos. Tune into p61 for the red-faced shame of it all. Our knees were ragged. Back in game land, *Grind Session* gives *Tony Hawk's Pro Skater* a run for his money on p68, while *Moto Racer World Tour* and *Cool Boarders 4* finish off the reviews.

Finally, a four page preview of *Mat Hoffman Pro BMX* is on p90 with all the best sport titles previewed, plus you can bag a ton of Mat Hoffman goodies to boot over on p97!

If you liked this magazine, then you'll love the Official PlayStation Magazine. It comes with a packed demo CD every month, filled with all the latest games. Get it delivered for a vastly reduced price by turning to our subs offer on p98. In the meanwhile, enjoy this issue!

Iain White [Editor]

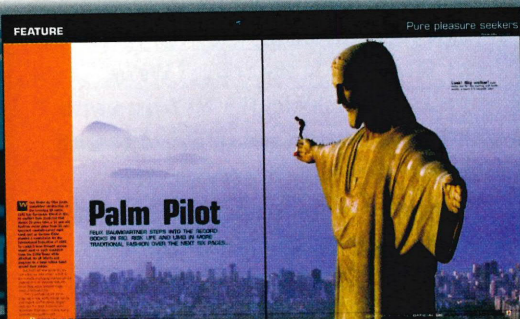
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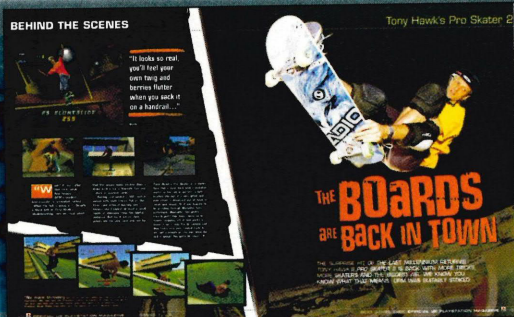




page **006**

## Pure pleasure seekers

All the best extreme sports for your PlayStation, right here!



page **022**

## Tony Hawk's Pro Skater 2

Behind the scenes during the making of this classic boarder

## REVIEWS

### Tony Hawk's Pro Skater 2...016

The lord Hawk proves, beyond a shadow of a doubt that he still rules the half-pipes

### Dave Mirra Freestyle BMX...032

BMX sims don't get any better than this, with tons of stunts and acrobatics to enjoy

### Sled Storm...046

A killer skidoo sim with an arcadey mix of jumps, short-cuts and ice, plus, an ace four player mode

### Sno Cross Championship...052

Dance the thin line between slip and grip with this race-orientated thrill-packed snow mobiler!

### Grind Session...068

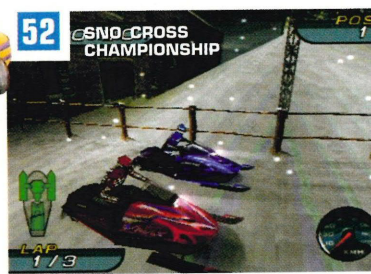
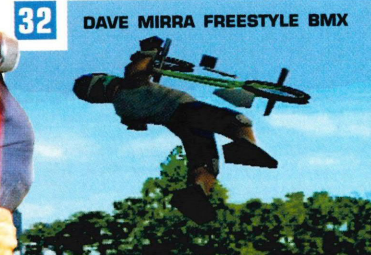
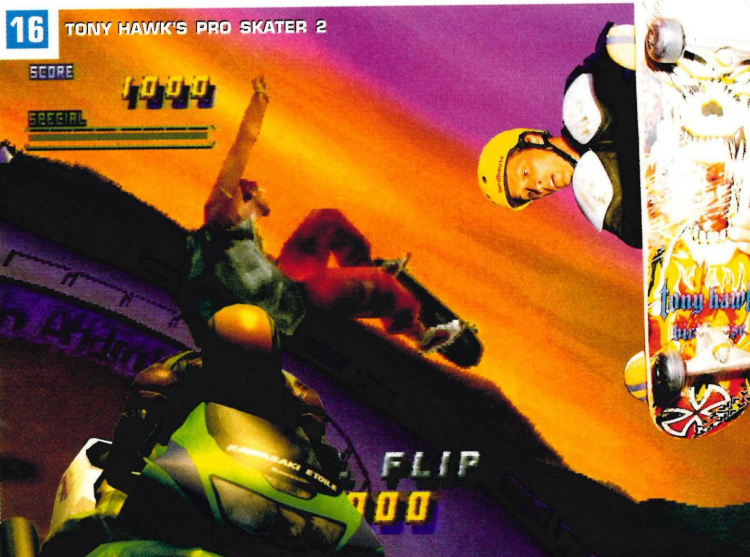
Sony launch their take on Tony Hawk's to much acclaim. If boarding floats your boat, then this spells two truck pleasure for the skate faithful

### Moto Racer World Tour...074

Trial and track bikes all wrapped-up in one gorgeous bundle of fun. There's mud, mind, and plenty of it, but it's only on your telly

### Cool Boarders 4...080

Surfing on frozen water can be a delight. Read all about the latest version which takes the most mainstream extreme sport to all new heights



**74** MOTO RACER  
WORLD TOUR





**WIN!**  
MAT HOFFMAN  
GOODIES!  
FULL DETAILS ON  
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## Mat Hoffman Pro BMX

Stacks of new shots of Activision's much-anticipated stunter!

## FEATURES

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Felix Baumgartner steps into the record books by jumping from the 38 meter statue of Christ The Redeemer in Rio. We investigate a range of easier armchair-orientated videogame methods

### Tony Hawk's Pro Skater 2 ....022

He's behind the most popular skateboarding sim. Read our in-depth backstage report

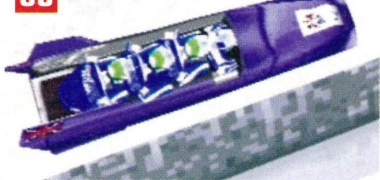
### Postcards from the edge ..040

California's X-Games are home to some of the most Extreme Sports known to man. We go to the States in search of the next big thing

### Keeping it real! .....061

Winter sports look so easy on-screen. That's why our trusty reports had to do it the hard way

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## PREVIEWS

### Mat Hoffman Pro BMX ...090

The man known as 'The Condor' due to his habit of flying and hovering in mid-air, gets a two spread exposé of his upcoming release

### Freestyle Scooter .....094

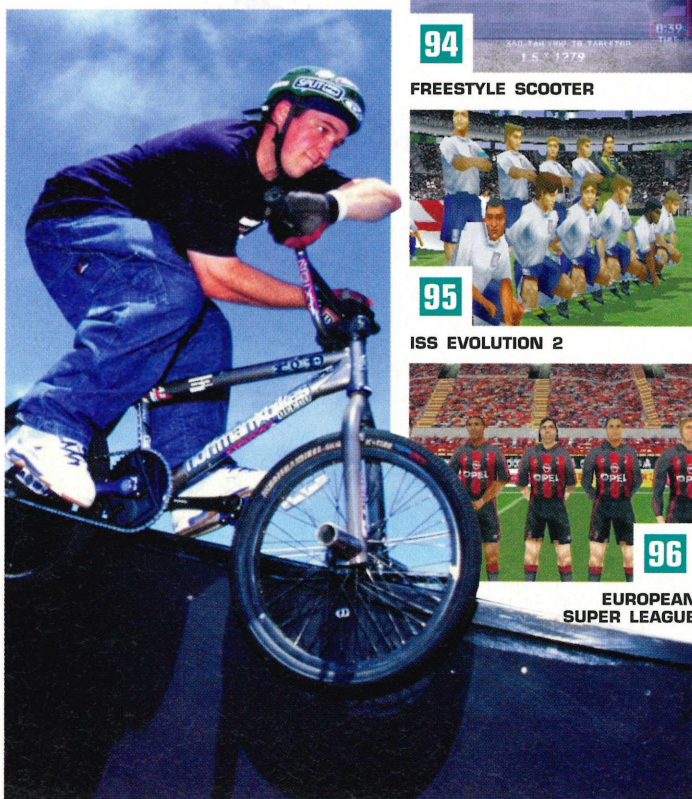
Are two wheels better than four? Join the latest celeb craze with this manic romp on Britain's latest silver style accessory

### ISS Evolution 2 .....095

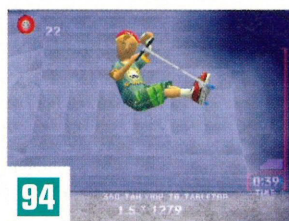
Footie's most famous simulator returns with a souped-up game engine and licensed teams

### European Super League ..096

Boasts all the biggest continental teams!



MAT HOFFMAN PRO BMX



FREESTYLE SCOOTER



ISS EVOLUTION 2



EUROPEAN SUPER LEAGUE

## On The CD

Slip this digital frisbee into your machine and get busy with the best PlayStation games around on our demo-packed disc!



### TONY HAWK'S 2

Playable

Lose whole weekends playing with Tony and his magic board. If you're a skater, then you'll be in heaven

**TURN TO PAGE 30**

### DAVE MIRRA FREESTYLE BMX

Playable

Knee-cracking aerobatics pack this ace BMX stuntfest. Sure to give Mat Hoffman a run for his money

**TURN TO PAGE 38**

### SLED STORM

Playable

The best after the pub four-player skidoo game money can buy. Try out two unique tracks in complete safety

**TURN TO PAGE 50**

### SNO CROSS CHAMPIONSHIP

Playable

Another sled racer, this time in Aspen Colorado. Race as one of the four featured riders

**TURN TO PAGE 58**

### GRIND SESSION

Movie

Tony Hawk may have the most famous 'liferace', but snapping hard at his heels is this little beauty

**TURN TO PAGE 73**

### MOTO RACER WORLD TOUR

Movie

From dirt track to tarmac comes the latest in the Moto Racer series. It snarls like an off-road Suzuki

**TURN TO PAGE 79**

### COOL BOARDERS 4

Movie

Sony's most famous snow-boarder returns for a fourth instalment. Cast your eyes over the blistering visuals

**TURN TO PAGE 86**

### MAT HOFFMAN PRO BMX

Movie

Video footage of Activision's long awaited BMX stunter. Grind your pegs in anticipation of this gnarly bike ride

**TURN TO PAGE 90**



**W**hen Heitor da Silva Costa completed construction of the towering 38 metre, 1145 ton Corcovado Christ in Rio, he couldn't have predicted that almost 70 years later, a 31 year-old Austrian would jump from his sun-bleached, carefully-carved right hand. Just as Gustave Eiffel planned a commission for the International Exposition of 1889, he couldn't have thought anyone would want to vault head-first from the Eiffel Tower while attached, for all intents and purposes to a large rubber band around their ankles.

But that's extreme sports for you. Just when you think there's a limit to the mortally-challenging, stomach jarring madness of it all, someone does the whole thing again, strapped snugly inside a cardboard box.

Felix's outrageous 29 metre jump set a new world record, but he was pipped by Frenchman Miguel Martinez for 'Best Extreme And Adventure Sportsman' at this year's celeb-studded London bash.

# Palm Pilot

FELIX BAUMGARTNER STEPS INTO THE RECORD BOOKS IN RIO. RISK LIFE AND LIMB IN MORE TRADITIONAL FASHION OVER THE NEXT SIX PAGES...



# Pure pleasure seekers

Photography: Associated Press

**Look! Sky walker!** Felix  
steps out for the evening and lands  
safely, a mere 2.5 seconds later





# Snowboarding

**S**nowboarding has a long and illustrious past on the PlayStation, despite the sport's brief history. It all began one winters day in 1964 when piste mythology has one Sherman Poppen creating the 'Snurfer'. Lacking bindings, riding this pair of child's skis lashed together was less like the modern board and more akin to standing on a tea tray, but the product sold in the millions and the design dominated this fledgling sport until the mid 1970s.

While still a minority hobby, the boards began to develop from the simple Snurfer and started to follow the innovations of the world of skiing. In came bindings enabling boarders to steer properly and even jump. Out went the surfboard style fins and along came all manner of scientific board coatings and metal edges. Competitions started to spring up in America as the amateur era came to an end.

In the 1990s the sport started to grow quickly and so the larger skateboard manufacturers started marketing their own snowboards and ski-wear. International competition soon followed with the International Snowboard Federation holding the first Championships in Ischgl, Austria in 1993. Five years later, Snowboarding was introduced to the Olympics at the Nagano games. But, despite joining the sporting elite, the sport managed to maintain its 'alternative' reputation when Gold medallist, Ross Rebagliati, was stripped of his win for testing positive for an illegal substance. The ban was eventually overturned, fortunately the substance was not on the International Olympic Committee's list as a performance enhancing. The result? The birth of a cool sport, which was left with its layer of authority-knocking street-cred grooveiness intact.

## TRICK'N SNOWBOARDER

**I**n the avalanche of PlayStation powder sims, *Trick'N Snowboarder* slides in ahead of the pack. It might lack the visual polish of the all-dominating *Boarders* series, but it's squished full of hidden gems. Leap over a train, dodge the All Black rugby team and even slide away from Leon and Claire out of the *Resident Evil* series. Underneath all that novelty is a strong Career Mode as well as half-pipe and slalom tracks, creating a well packaged, good-looking, highly playable game.



## COOL BOARDERS 3

**A**rguing over which is the best of the *Cool Boarders* series is not dissimilar to picking the greatest episode of *Star Wars*, everyone has a favourite. *CB2* is still adored but devotees of *CB3* will fight tooth and nail that theirs is the most fun. Either way

**OPM Says:** "Superb, rather than sublime. A little more thought and care could have made this indispensable. 8/10"

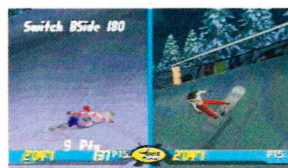
the series is so far ahead of the competition that the rest are forced to buckle in defeat. Enormous air, excellent hills and more tricks than you could shake a multi-coloured jester's hat at, all make the *Cool Boarders* series an 360° somersault to everyone else's indy.



**MTV Snowboarding - OPM**  
Says: "All Snowboarding features are present, but they're not all correct. 6/10"



**Extreme Snowboarding - OPM**  
Says: "A disjointed control system gives little game satisfaction. 5/10"



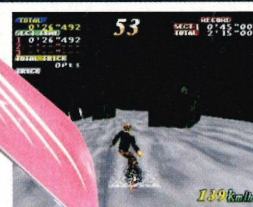
**X Games Pro Boarders - OPM**  
Says: "Cool board images, but repetitive and dull gameplay. 7/10"



**Chill - OPM**  
Says: "A proficient Snowboarding game, but unfortunately lacking in the innovation department a little. 6/10"



**Rushdown - OPM**  
Says: "Definitely more down and out than downhill. This racer is a total non-starter. 3/10"



**Cool Boarders 2 - OPM**  
Says: "Interesting, but a seemingly rushed attempt to create a trendy sport. Show's much promise. 6/10"



**Cool Boarders 2 - OPM**  
Says: "A detailed sports sim, supercool arcade racer and wish fulfillment, par excellence. 8/10"



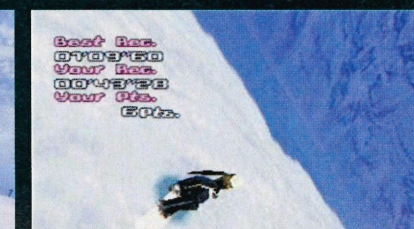
**Cool Boarders 4 - OPM**  
Says: "While it impresses with its graphics, it really frustrates with its deja-vu gameplay. 7/10"



**MTV Pure Ride - OPM**  
Says: "The energy of the soundtrack contrasts with the laid-back, dull gameplay. 4/10"



**Big Air - OPM**  
Says: "The kind of game you'll probably only play when you're bored - very bored indeed that is. 4/10"



**OPM Says:**  
"Better than *MTV Snowboarding*, but it lacks the racing thrills of *Cool Boarders 3*. If you are tickled by the idea of a zombie doing a tail grab, however, then make a purchase forthwith. 7/10"



Pure pleasure seekers

# Skateboarding



**OPM Says:** "Not so much a game as a way of losing entire weekends trying to master the trickster's art. 9/10"

## TONY HAWK'S PRO SKATER 2

**P**reviously unknown on this side of the pond, Mr Hawk is fast becoming famous. So much so, that if you were to say 'Tony' to some gamers, they are more likely to think of the grand-daddy of the grind than the current Prime Minister. The source of

this man's software fame stems from two fantastically successful outings, which have taken skateboarding out of the niche market and into the bright light of commercial success. Combining stunning tricks, with a progressive learning curve that ensures that vital 'one more go'

factor, *Tony 2* even ensnares strangers in the sport. Everything is customizable - from designing your parks, right down to where you put the skater's tattoos - and the two player mode adds real competition to those hard earned street skills.

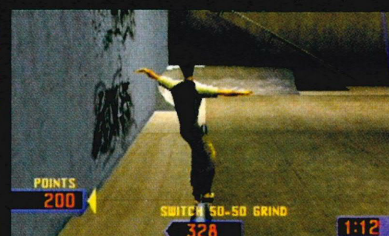
## GRIND SESSION

Acclaim must curse that Neversoft ever heard of *Tony Hawk*, for despite being overshadowed by the Birdman, *Grind Session* is a worthy rival to Activision's rival. It includes

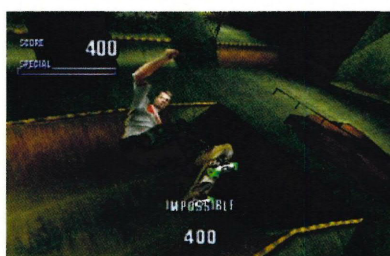
the nifty 'Skater's Eye' function which lets you scan each course and plan your runs. Featuring the likes of *Sonic Youth*, *KRS-1* and *Black Flag* on its tracklisting, this makes

*Grind Session* win the audio war hands down. It also matches any rival for the variety of tricks and tracks. However, despite this *GS* still falls before the might of the

*Hawk*. The graphics engine just isn't as smooth, and it's lacking in both originality and a genuine two player option. However, it still makes for a fun alternative to king Tony.



**OPM Says:** "Never in danger of setting the world alight, it runs close to *Tony Hawk*, but doesn't have the magic touch. 8/10"



**Tony Hawk's Skateboarding**  
**OPM Says:** "Hugely-entertaining. 9/10"



**Street Skater 2** **OPM Says:**  
"Guaranteed thumb blisters. 8/10"



**Thrasher Skate & Destroy** **OPM Says:**  
"Excellent, but not quite up to *Hawk's* standard. 8/10"



**MTV Skateboarding**  
**OPM Says:** "More like an advert for the sport and its fashion, than a half-decent sim of the real thing. 5/10"



**Street Skater** **OPM Says:**  
"A solid arcade effort. 8/10"

**L**ittle more than planks of wood with butchered rollerskates nailed to the bottom, the first skateboards were built by American kids in their garages. The part-scooter, part-board hybrids remained toys until the 1950s surfing boom, when skateboarding became the urban alternative to the coastal craze. Manufacturers got on the case and the Roller Derby Skateboard became the first commercially available board, in 1959. While it was a clunky affair, skateboarding's first generation was born.

Over time, new manufacturers arrived, professional teams emerged and modern designs made the sport both safer and swifter. Skateboarding boomed in the 1970s as smoother trucks and the wider decks paved the way for the new band of freestyle, downhill and slalom skaters. Florida had the first purpose-built skatepark in 1976, and with the likes of Tony Alva, Jay Adams and Tom "Wally" Inouye, skating has its first stars. With the new tricks came greater dangers, and a rash of skating injuries. The resulting law suits closed many of the newly opened parks and force skaters back onto the streets.

During the eighties the BMX boom captured the hearts of the generation X kids. Once again, skateboarding headed underground and the world famous *Thrasher* magazine was created for the hardcore - with a young Tony Hawk winning its first competition in 1982.

Since then, the sport has drifted around the periphery of acceptable fashion, but the punk ethic has always remained close to its heart. Albeit in over-sized baggy shorts with more zips than are strictly necessary.



## BMX

**F**orget childhood memories of death defying curb leaps on crossbeam-padded Rally Burners. Today's BMX's are super light, the riders virtually indestructible and the ramps designed to make stomachs churn and set pulses racing. Riding 'no handed' may have been cool back in the day, but these guys pull backflips, frontflips and walk away smiling.



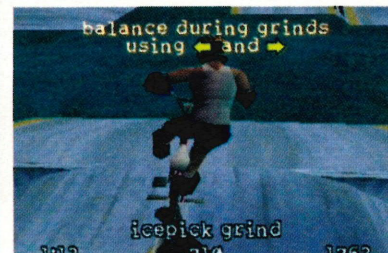
### DAVE MIRRA FREESTYLE BMX

**F**eady to knock *Tony* of his trucks, *Dave Mirra* takes BMX sims to another level. (Try our playable demo for further proof.) Rather

than being a stunningly original title, the game squeezes the best out of the *Thrasher: Skate & Destroy* engine and closely mirrors its gameplay. In the real

world, this translates to bigger air, bigger tricks and even bigger stunts. Big Dave isn't limited to preset tricks, though. Rather than simply linking moves, tricks can be

combined in all manner of combinations to produce original stunts, some of which may be unlandable. But in a field of one, *Dave Mirra* rules the roost.



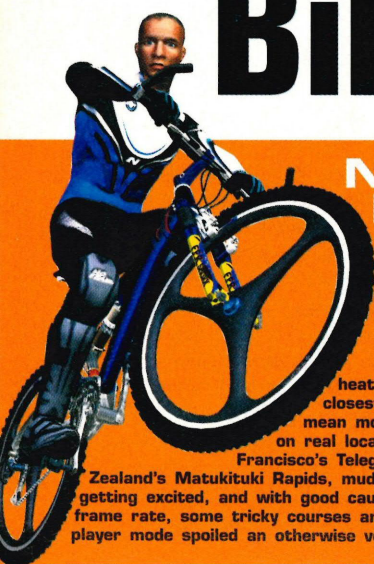
**OPM Says** - "There's plenty of fun to be had here. *Dave Mirra* is among the better extreme sports offerings. 8/10"

### MAT HOFFMAN PRO BMX



**L**ike Godo, Mat keeps constantly threatening to show up, and then, just when you're ready, he fades away again. Originally scheduled for release at the same time as *Dave Mirra*, this title has slipped more times than a greased ferret. The illusive *Mat Hoffman Pro BMX* is rumoured to give *Dave* a run for his money, and the general public seems to know what's in store for them from the man they call Condor. After all, *Tony Hawk's 2* includes an early demo of the game, so all that's left to do is wait.

## Downhill Mountain Biking



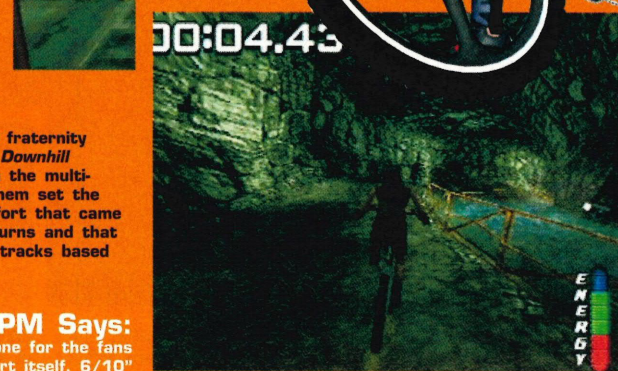
### NO FEAR DOWNHILL MOUNTAIN BIKING

**F**layStation outings for the MB fraternity have been limited to *No Fear Downhill Mountain Biking* and a level in the multi-event *Rushdown*. Neither of them set the heather alight, and it was Codemasters' effort that came closest in recreating those suicidal fish tail turns and that mean moguling action. With eight international tracks based on real locations, including San Francisco's Telegraph Hill and New Zealand's Matukituki Rapids, mud-lovers must've been getting excited, and with good cause. But a sluggish frame rate, some tricky courses and a lacklustre two player mode spoiled an otherwise very worthy effort.

**OPM Says:**  
"Inevitably, one for the fans of the sport itself. 6/10"

**S**ome kids just love getting muddy. For them, BMXing was just too urban and racers couldn't handle the abuse. Mountain Bikers always want to go off-road and get down right dirty.

Now that might not seem very extreme, but wait until things go downhill. Tracks plummet like the proverbial Blackpool rollercoaster, with riders veering off in all directions before congealing in a small bruised heap.



**Rushdown** - OPM Says:  
"Definitely more down and out than downhill. This racer is a total non-starter. 3/10"



# Surfing



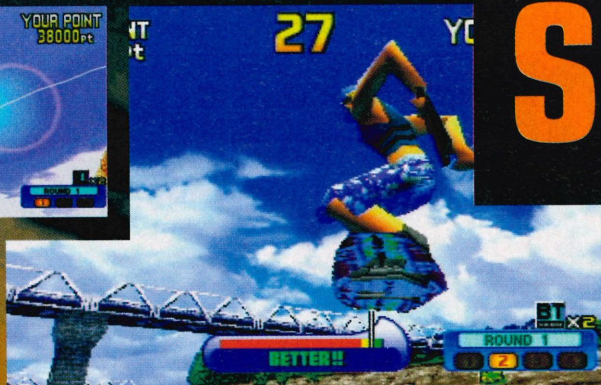
## BURSTRICK

**W**hen the thrill of tearing through a 'barrel' doesn't excite a hardened surfer, it's time to move on. Time to switch to Wakeboarding. Exactly as the name says, you lash a plank to your feet and use the wake of a powerful speedboat to leap, trick and flip your way through races, competitions and straight into casualty. For adrenaline obsessed hydrophobes the only chance to Wakeboard comes from Metro's *Burstrick*. Combining Trick and Obstacle challenges with a world of watery locations, it looks like being one to please all wetsuit wearers when it hits the shops this month.

## GERRY LOPEZ SURF RIDERS

**S**urfing is one sport that has been strangely under represented on the PlayStation. In fact it's conspicuous by its absence, and has markedly declined in popularity with gamers since the heady days of the 8-bit machines. Back then, the C64 and Spectrum were full of white water with the likes of *California Dreams* and *Summer Games*. Now, the only release to make it across

the pond is *Gerry Lopez Surf Riders*, based on competition surfing with all the glamorous, wonderfully warm locations, high adrenaline spins and gravity defying loops. Unfortunately, *Lopez* suffers with pixelated graphics and a pretty steep learning curve, which stunts the fun element and playability. Fans of 'wave sliding' will hope for better things from the forthcoming *Surfing H30* on PS2. We'll keep you posted.



**BGE Says:** "Fans of snowboarding, surfing and even bmxing with have thrillometers peaking well into the red with this twist on an already packed genre. Top marks to JVC for something different!" Turn to page 97 to win yourself a copy in our Mat Hoffman giveaway!

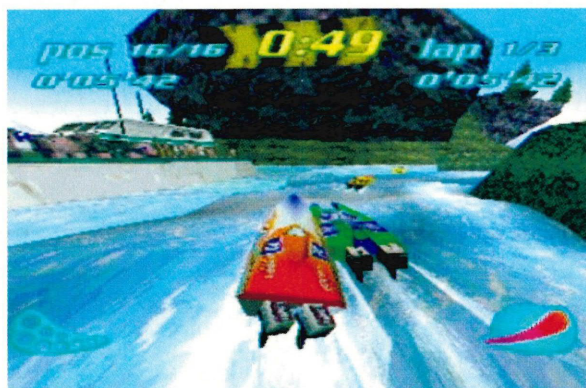


**OPM Says:** "If this was a sub-game you'd dismiss it as mindless trash. At £20 it's absolutely criminal. Buy the DVD of *Point Break* instead, it costs about the same but it'll last longer. 1/10"

**M**ore than just an excuse for some of the worst shirts ever conceived, surfing reaches as far back as the 15th century. Then the people of the Sandwich Isles are claimed to have practiced "He'e nalu" (wave sliding), on the great rollers of the Pacific. But the modern era began when the affluent American teenagers of the fifties flocked to the coast looking for new ways to impress the girls. Surfing quickly became the height of fashion complete with its own music and 'hipster' newspeak. When the bubble burst, and the kids returned to more traditional sports, riding the waves settled in the hands of sun bronzed Californians (and their hymn *Surfin' USA*), Australian jock-culture and a committed crew of shivering, wetsuit clad Brits.

## RAPID RACER

**T**earing through the mists of time, and a wall of spray, comes SCE's *Rapid Racer*. As a powerboat racer, rather than a 'Wipeout on water' clone, *Rapid* might show its age amongst the more spritely racers. But when this boat pitches and slides into a corner, all is forgotten. The water might look flat and shiny, but the ships skip over it at a serious rate of knots. With a multiplayer tournament and an 'annoy your mates' style 'winner stays on' tournament, it's well worth having a blast.



**Rapid Racer** - OPM Says: "A well designed game, but it's more of a novelty than a thrill-packed racing experience. 6/10"



**Wild Rapids** - OPM Says (rather explicitly): "More a case of sink, rather than swim. It's a clunky, uncontrollable, inflexible and, essentially, very dull game. 2/10"



**Rushdown** - OPM Says: "More down and out than downhill. A non-starter. 3/10"

# White Water

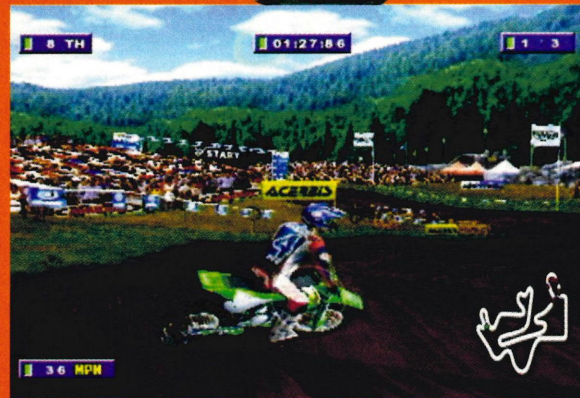
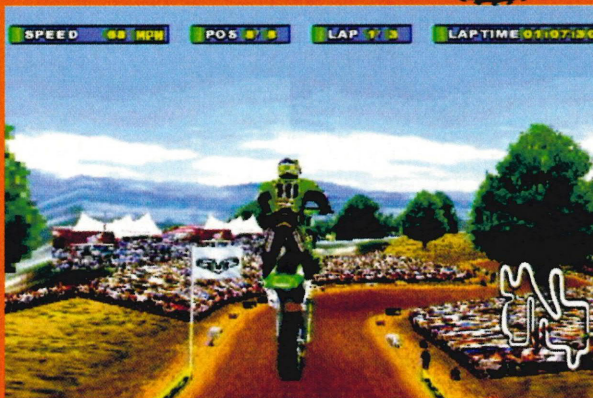
**L**oved by motivational experts, and anyone who has ever taken a lecherous look at treacherous rapids and razor-sharp rocks while thinking: "Hmm, why don't I try rowing down those in a flimsy rubber dingy?" White water sports test man, machine and waterproofing alike. From the team building efforts of Rafting (remembering "there is no 'I' in team people!"), to the aquatically challenged sport of canoeing and the somersaulting, adrenaline-pumped powerboat racing, there's no limit to the dangerous activities you can get up to on, and in, the water. The PlayStation has also had its share of pleasure dampening antics, from the poor *Rushdown* to the equally forgettable *Wild Rapids*. Hopes are ride high with the forthcoming Midas's *California Watersports* promising jet-skis, bodyboarding and surfing.



# Motocross

**F**or eighties kids, motocross was indelibly etched in the mind by genre stalwarts Peter Purvis and *Junior Kickstart*, with the end result spurring many adults to the dizzy and dangerous heights of this modern sport. These days, out goes the slow wobbling across planks as the crowd holds its breath in a collective grimace. Instead, jumps toss the riders high into the sky and leave a thick layer of mud garnishing nearby spectators. For the more fainthearted who prefer to keep warm and dry (which is most of us), there's an indoor version, which regularly takes place at various venues including Sheffield Arena. Enormously popular in Spain and France, it might seem soft compared to British scrambling, but these bikes can do an impressive 40 mph from a standing start and scale a six foot vertical wall.

**OPM Says:** "While it's hard, it provides the kind of knockabout fun that has been absent from recent racers. 7/10"



## CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

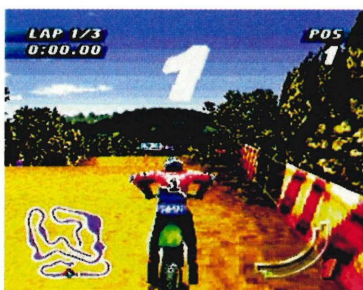
**F**eaturing a big name, like the two time National Motocross Champion Ricky Carmichael, usually means a duff tie-in that stalls on the start

line. But the only bumps on *Championship Motocross*, are to be found along the circuits. Realistic track conditions, two-player mode, mods and real bikes fly past,

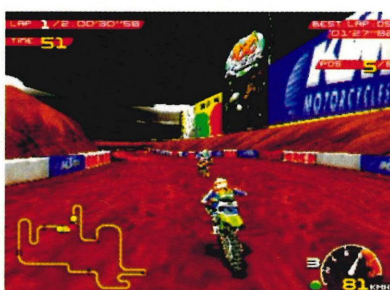
thanks to a crisp frame rate and fluid animation. What's the downside, you may ask? Well, that'll be the soundtrack with eighties hip-hop popster Vanilla Ice.



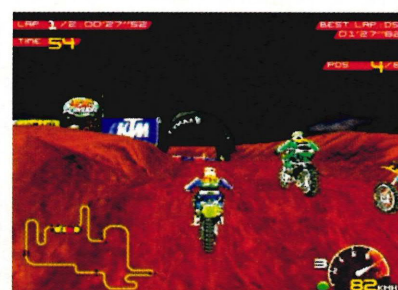
**Championship Motocross 2001** - OPM Says: "Fast, instantly accessible, but ultimately shallow. 6/10"



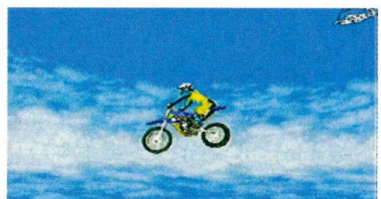
**Jeremy McGrath Super Motor Cross** - OPM Says: "Looks awful and plays worse. 4/10"



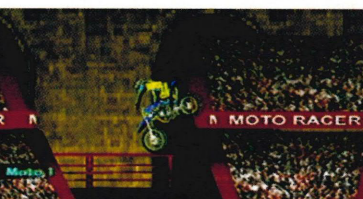
**Moto Racer** - OPM Says: "Gets the adrenaline pumping and keeps it flowing. Prepare for serious fun. 8/10"



**Moto Racer 2** - OPM Says: "Full of too many niggles and annoyances, which really lets the game down. 7/10"



**Moto Racer World Tour** - OPM Says: "A top two-wheeled trickster, which is, unfortunately, brought down by outrageously hard artificial intelligence. 7/10"

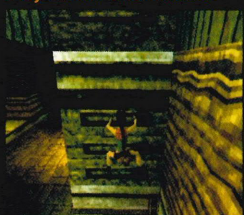


**Supercross 2000** - OPM Says: "An extremely disappointing game which is best off avoided, especially if you happen to be a big motocross fan. 4/10"



## LIVE LIFE TO THE MAX!

**S**ome extreme sports surpass the limits of sanity. Others are simply too dangerous, the rest, merely too unpopular. We investigate what other sports are out there and some strange and bizarre PlayStation alternatives.



### Free Climbing

There are some people out there, for whom a sport just isn't extreme enough without the perpetual risk of death. Jaded climbers, tired of the safe world of alpine pursuits, came up with a more dangerous formula. Assaulting cliffs armed only with exceptionally strong fingers. See the first five minutes of *Mission Impossible 2* for further evidence.

### The PlayStation Alternative?

Any *Tomb Raider* game which sees the lovely Lara give her grunting all to a spot of free climbing (left)

### Bungee Jumping

Diving from great heights and trusting your life to a tiny rubber rope while trying to dislocate every joint in your lower body, seems very passé nowadays. How can we forget when everyone and their granny was consumed by the urge to leap stomach-churning drops in the name of sport? Not easily enough.

### The PlayStation Alternative?

The abseiling scene from *Metal Gear Solid*. Snake daringly descends, while under attack from a helicopter gunship. Extreme enough for you? [Yes - Ed]

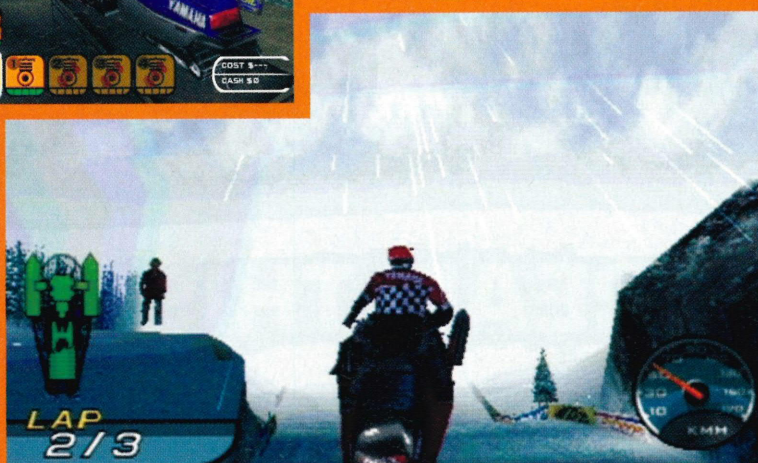


# SnowCross



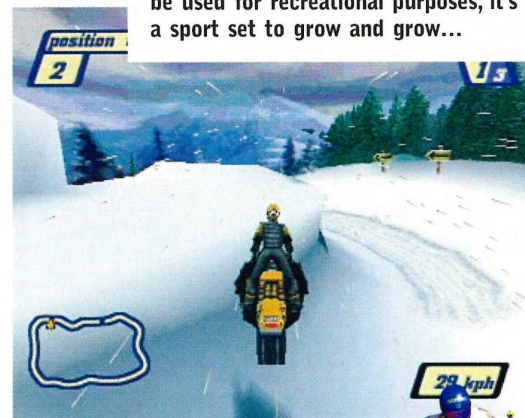
## SNO CROSS RACING

**F**acing through driving blizzards on a quarter of a ton of metal, blizzing through trees and leaping logs, is seriously good fun, yet it has remained one of the PlayStation's long forgotten genres. *Sled Storm* aside, the digital drifts have remained largely unplowed on Sony's grey baby. *Sno-Cross Racing* might not be radically different, but its innovative track editor adds longevity above and beyond the usual collection of single races, tournaments and hill climb races. Chuck in some tricks, realistic damage and the competition already has a mountain to climb.



**OPM Says:** "Full of thrill-seeking snowpacked fun, its a slick and well presented racer that knocks along at a fair old pace. Well worth a look. 8/10"

**H**istory recounts that the first snowmobile appeared in 1915, when a Ford dealer in New Hampshire cleverly melded a pair of ski onto the business end of a Ford Chassis. This was seized on by motocross fiends, keen to race all year round, and it wasn't long before these previously practical workhorses were being raced in endurance trails across Canada, both in short sprints and drag races. The 1963 Canadian Power-Toboggan Championships is considered to be the first formally titled race in the sport's history. After a debut at the Winter X Games in 1998, snowcross has proved to be its most popular event. With around 4 million mobiles in use in America and Canada alone, and 94% reckoned to be used for recreational purposes, it's a sport set to grow and grow...



**Sled Storm** - OPM Says: "A cheeky cocktail full of jumps, short-cuts and tricks, with added ice. 8/10"

## Base Jumping

Take one extremely dangerous sport (say, skydiving) and ignore any kind of in-built safety features it might have. Next, stand well back, preferably on the ground. This is Base Jumping. The name is an acronym derived from the more lumpy 'Bridge Antenna Span Earth'. The sport appeals to thrill-seeking sportsmen who want to 'push the envelope' that bit further. It entails participants scaling a cliff or tower and then leaping off without a safety net. In a fraction of a second, their chute opens and they land safely. Overall, this is outrageously dangerous, and looks unlikely to ever make a viable game. I'm sure you can see why.

### The PlayStation Alternative?

Spiderman's web breaking while falling to his doom?

## Cheese Rolling

This is a centuries old annual event in Gloucestershire where cider-fuelled locals play 'chase the cheese' down the frighteningly steep Cooper's Hill. Injuries and broken bones are common. We kid you not. This is proof that crusty Britishers can create something as nutty and dangerous as anything the Yanks can muster up.

### The PlayStation Alternative?

None, some things are just way too bizarre



## Street Luge

What is it about the Sunshine State that induces suicidal tendencies? Why do Californians always create sports like this? Dressing up in a multi-coloured body stocking and laying feet first on a speeding plank just inches above the ground might seem insane. We can see why. But then luge seems as equally crazy on ice as it does on the road. Based on the winter sport of luge, the street version was created by skaters who felt the need for speed. Once underway, a luger can reach up to 80 mph, given a steep enough gradient and a dangerous disregard for their own personal safety.

### The PlayStation Alternative?

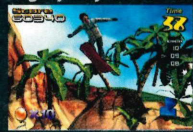
*Gran Turismo 2* when you're stuck in first gear or *Wip3out*

## Skysurfing

You can take the boarder off the piste but you can't take the piste of the boarder, as they say. Skysurfing lets those eager souls attempt to 'ride the wind' as they plummet towards the earth with a snowboard strapped to their feet and a trusty parachute on their back. If you think this is bad, then what about the thrillseekers who do it on a BMX or sealed in a cardboard box? Mind-bogglingly popular.

### The PlayStation Alternative?

It might not see the light of day over here, but Japan already has the mighty *Sky Surfer* on PS2



## Sand Boarding

When the waves aren't there or if you live two thousand miles inland, sliding around on the golden grains is often the only alternative. Busting through dunes and racing down drifts on a home-made board, Sandboarding is somewhere between surfing and snowboarding and is a fledgling sport in Australia and the USA. For some reason, sandboarding hasn't caught on over here yet.

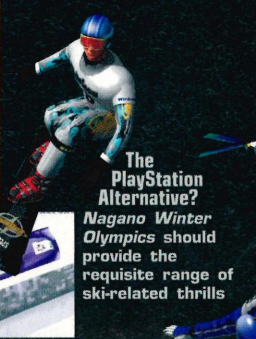
### The PlayStation Alternative?

Load up a snowboarding and turn up the colour on the telly till the snow looks like sand. What could be more convincing?



## Skiing

No longer the reserve of minor royals and the terminally rich, skiing is the extreme sport which has gone mainstream. More adventurous skiers have already started finding near vertical slopes to descend, tricks to perform and avalanches to start.



### The PlayStation Alternative?

*Nagano Winter Olympics* should provide the requisite range of ski-related thrills



# GOT THIS?



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## PSM RATING 10

Our reviews are based on the Official UK PlayStation Magazine's reviews scale - this is how it all works.

9

A superb piece of software. Recommended wholeheartedly, and without prejudice.

8

Very, very good. Add it to your collection yesterday, if not sooner.

6

A case of 'Why did they do that?' Very playable but with some dodgy bits.

4

Below average. Probably has some serious gameplay or lifespan flaws.

2

Crap, to put it bluntly. Technically inept, poorly structured and short-lived.

7

A great title with a few minor irritations. Still worth a purchase.

5

Straight average. Unoriginal or flawed, but still worth buying - only just.

3

Looking pretty bad now. Maybe worth renting for a day or so.

1

A product without merit of any sort. Naff beyond human endurance. Avoid.

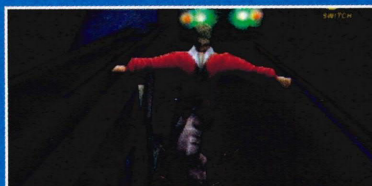
# REVIEWS

WELCOME TO THE VERY BEST OF PLAYSTATION GAMING...



Every single game reviewed here represents the current cream of the crop in PlayStation gaming. Scores awarded by our obsessed and dedicated team of reviewers place them all at the very top of the PlayStation's role of honour, while each and every game has something special to offer serious or casual players alike, and there's something to suit everyone. Once you've devoured the expert reviews, don't forget to play that demo-packed cover disc to destruction!

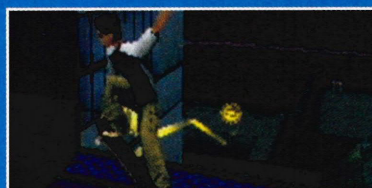
Iain White, Editor



Tony Hawk's Pro Skater 2



Sled Storm



Grind Session



Dave Mirra Pro BMX



Sno Cross Championship



Moto Racer World Tour



Cool Boarders 4

## Tony Hawk's Pro Skater 2

Beyond a shadow of a doubt, he's still king of the half-pipes . 16

## Dave Mirra Freestyle BMX

Two wheels better than four trucks? Nearly . . . . . 32

## Sled Storm

The best four-player after the pub skidoo game in the universe . 46

## Sno Cross Championship

Dance the fine line between grip and slip in this sled sim . . . 52

## Grind Session

Sony's unique take on *Tony Hawk's*, but who's the best? . 68

## Moto Racer World Tour

Trial and track bikes all wrapped up in one bundle of fun . . . 74

## Cool Boarders 4

Hurtle down the slippery slopes of Sony's fourth boarder . . . 80

♦ PLUS! ♦ PLUS! ♦ PLUS! ♦ PLUS! ♦ PLUS! ♦ PLUS! ♦ PLUS!

## ON YOUR DISC

On your Official PlayStation Magazine Best Games Ever! cover disc, you'll find exclusive demos of all the games reviewed over the following pages. After each game section we've



included pages dedicated to them, giving tips on gameplay or detailing what you'll see if it's a rolling video. For the playable ones, we've also included a range of challenges to test your skills



# REVIEW





## FACTFILE

■ PUBLISHER	Activision
■ DEVELOPER	Neversoft
■ RELEASE DATE	Out now
■ AGE RESTRICTION	ELSPA 11+
■ NUMBER OF PLAYERS	One to two

# TONY HAWK'S PRO SKATER 2

THINK YOU CAN HANDLE THE PACE? TRY ANTHONY'S BOUNTIFUL BONE-BREAKING SKATE ZONE. FULL OF BUMPS, GRINDS, CASH AND CARNAGE, PLUS AN ACE LITTLE SKATE PARK DESIGNER...





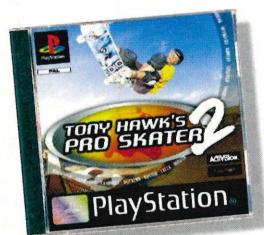
**Raise your hands** in the air, like you just don't care, mid-grab for some extra points



**Time for a drop-off** when you see this sign. Press **ⓧ** to land again, safely



SERIOUS STREET ACTION, BIG BUCKS AND EVEN GREATER SPILLS



# Tony Hawk's Pro Skater 2

Groin-clutching, forehead-smacking, shoulder-popping virtuoso



**E**veryone knows the story. Sequels are cash-ins, pure and simple. Sure you'll get another set of tracks, maybe even some new characters, but everything else about the game stays the same. That's how it was, is and ever shall be. The thing is, nobody seemed to bother to tell the folks down at

Neversoft, and now they've only gone and done *Tony Hawk's 2*.

At first glance nothing much has changed. The mean streets, schools and skate parks are present in all their glory and abound with ramps, rails and obstacles.

But then you notice the new bail (injury)

animations. Instead of rolling on their backs with one leg in the air, Tony and his chums now go through a whole ballet of pain every time they dismount – it's a groin-clutching, forehead-smacking, shoulder-popping virtuoso performance accompanied by tell-tale spurts of blood.

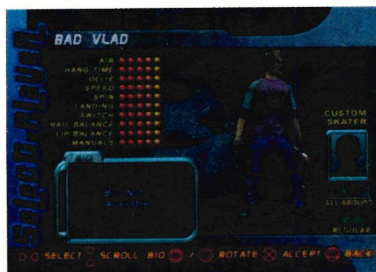
Manage to stay on the board and you'll find that by pushing forward a ghostly spirit level appears as you balance on your front wheels – importantly these 'manuals' allow you to link tricks to build really huge combos. Not too much to take in, you may be thinking. Though, when you start opening up those new tracks, niggling doubts will penetrate your veneer of cool. There are the upper levels of each stage that seem just too high up to reach, ramps that seem to promise more air than they can deliver. Could there actually be something wrong with *Tony Hawk's 2*? Is it in some way flawed? Oh no, the truth is out there, but it's much more sinister.

All that attention, all those royalties – it was only a matter of time really before Tony sold

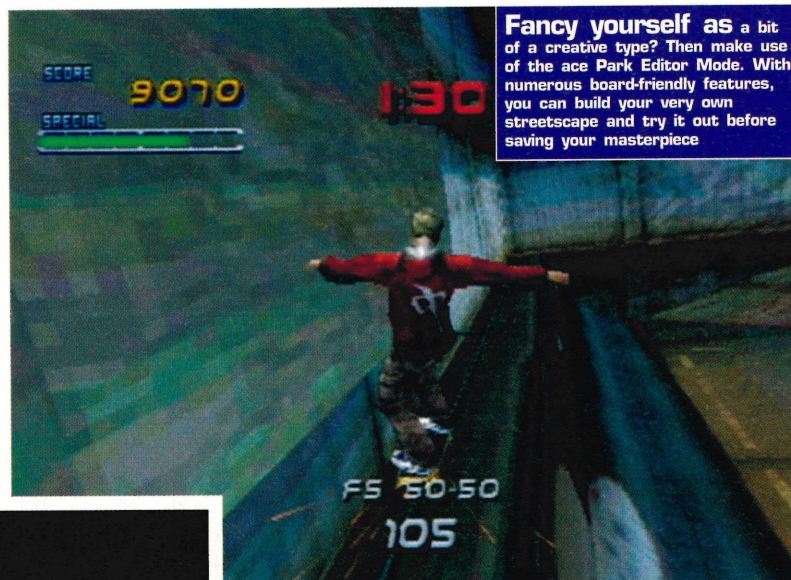
out. *TH2*, you see, is all about money. Earn it through completing tasks, win it by competing in competitions or simply snatch it out of the air in the form of 20 and 50 dollar bills and it can be traded in for fresh decks, improved abilities and new tracks. It's the abilities side of things that's perhaps most shocking. Even the Hawkster isn't perfect and, if you want to beat every course with him, you'll have to spend money improving his landing, airborne and grinding skills. Alternatively, pick an all-rounder from the old skool like Steve 'Cab' Caballero who can handle both vertical challenges (bowls and half-pipes) and street obstacles (rails, ledges and vehicles) and you can attempt to amass cash to open-up the levels as quickly as possible. Then there are the tricks. The truth is you could play *TH2* with the default roster of stunts for each boarder and never really get bored, so it comes as something of a surprise to discover that there are even gnarlier and more impressive tricks to buy. Better than an Air Madonna? Believe it. Harder than a monster Edge Grind? Oh yes. This is how



# Tony Hawk's Pro Skater 2



**Time for Frankenskat.** Defy nature and create your personalised, skater right down to the stats and tats



**Fancy yourself as a bit of a creative type?** Then make use of the ace Park Editor Mode. With numerous board-friendly features, you can build your very own streetscape and try it out before saving your masterpiece



**HOW TO...**

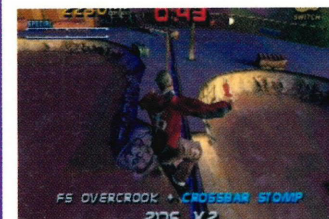
## WIN A MEDAL



The competition stages from the first game are about as hard as limp lettuce compared to those found here. As before, they demand that you rack up loads of points while making sure that you don't fall off. However, with massive marking down for doing tricks more than twice, you're going to have to get inventive.



A handy half-pipe? Don't be so silly. The Marseille stage offers no such cheesy get-outs and you'll have to work hard for your points. You can get some serious air off this bowl-like structure, but there's no margin for error. You'll find an arrow nearby which if tricked off with sufficient skill, will earn double points.



To get a medal-winning score brush up on your ballet skills and pirouette over the banner - you'll gain loads of extra points for this. Better still, grind the banner rail itself and then pull a stunt. It's not easy, but is an essential part of your perfect run - plus it looks unbelievably sexy!

## performances accompanied by certain gore

TH2, incredibly, introduces strategy into what is, essentially, an out-and-out action game. How much you decide to save or spend is down to how good you think you are and how far you reckon your playing skills alone can make up for any deficiencies in your chosen skateboarder.

At this point most other games would unbuckle their helmet, stow their deck back in their rucksack and head for the nearest trendy bar. But *Tony Hawk's 2* is just getting started. The levels that, at first glance, look pretty similar to the original's turn out on closer inspection to be far bigger and more complex. Secret areas aren't merely rooms behind walls of glass or roof-tops, in some cases (like New York) they are whole levels in themselves effectively doubling the size of the stage with a wealth of ramps, rails and walls as well as hidden tapes and free money. Just when you think that King Dollar rules Tony's world, up pops the first of the three competition stages - sun-kissed Marseille, where you have to compete in three heats and score consistently highly to nick the bronze, silver or gold medal

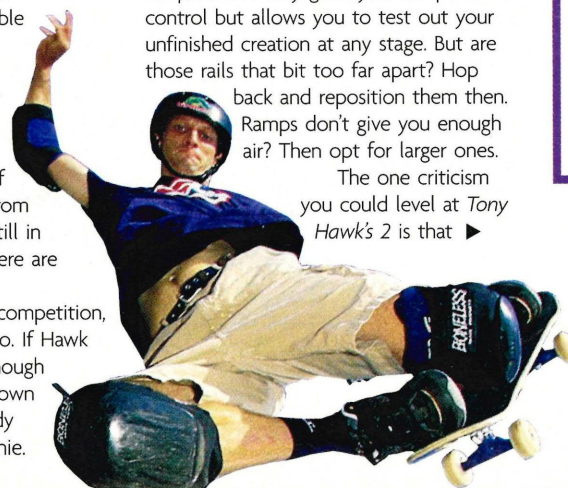
(plus a cash bonus). While the prize money is welcome, it's the medal you need to open up the next level.

What happens, though, if you're blessed with friends of the boarding persuasion? Then there's the Two-Player Mode, offering the chance to trade single tricks or compete in Graffiti Mode, where whole ramps, rails and walls can be tagged and only a better trick than your opponent will enable you to steal back a piece of scenery and a point. OK, so some slow-down does occur when you're attempting those particularly outlandish tricks, but amazingly, many of the secret areas and extras from the Single-Player Mode are still in here despite the fact that there are two of you bombing about.

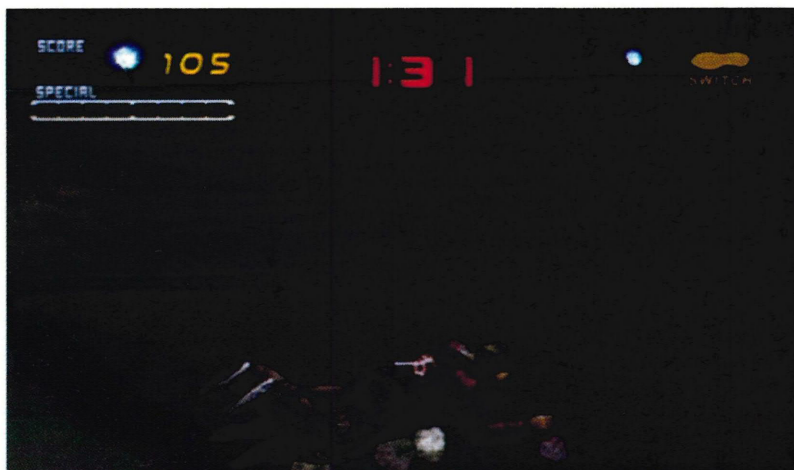
If you prefer creation to competition, then *Tony* has the answer too. If Hawk and Caballero aren't good enough for you, you can make your own boarder, complete with trendy trainers and a regulation beanie.

Pick their tricks and then earn money to improve their abilities until your Mr Nobody is the best in the business. Then there's the tremendous Park Editor Mode, which lets you build the skate arena of your dreams, from scratch. Place a bowl where you like, construct a set of rails with just-jumpable gaps packed with sharp stakes and surround it with near vertical ramps. It not only gives you complete control but allows you to test out your unfinished creation at any stage. But are those rails that bit too far apart? Hop back and reposition them then. Ramps don't give you enough air? Then opt for larger ones.

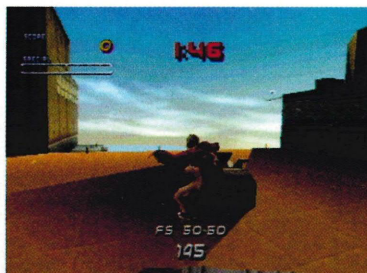
The one criticism you could level at *Tony Hawk's 2* is that ▶



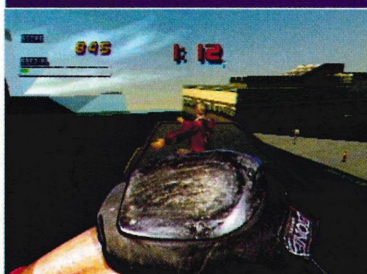




When your face, groin or knees impact with hard surfaces, there are now loads more new 'realistic' animations showing what happens



Kickflipping TC's roof gap (bottom left) is just one of the challenges in the school stage. You'll need to complete lots of individual tasks to earn enough dollar bills to open up the later levels



## GRAFFITI BATTLE

By far the best of the two-player options is the Graffiti Mode, where you get to compete against a mate on the levels you have managed to open up in Career Mode. The idea is to tag as many pieces of level scenery as possible by doing a trick off them - this will turn them your colour. The only way that your opponent can steal them back off you is by performing a better stunt. Each time you tag something you get a point and at the end of the session the one with the most points wins. Let the battle commence...



Blue's rail grinding tactics are a good idea as it's hard to do anything but a grind and dismount off here.



Blue steals a piece of Red's architecture right from under his nose. Red quickly grabs another back



Red's never going to get that piece of scenery back! The darker the colour, the better the trick.

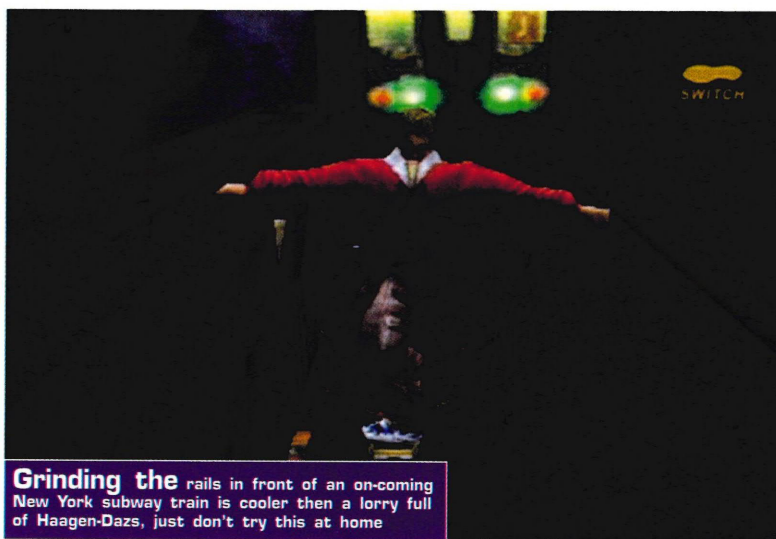
IF YOU LIKE THIS THEN LOOK AT...

GRIND SESSION (OPM62 8/10)  
Some good ideas and enjoyable stages, but never quite captures Tony Hawk's magic

## “Could give hilly Andes a run for its llamas

beginners will find it extremely tough and even veterans are likely to get frustrated, from time to time. It's a title that demands hours of dedicated practice, with whole afternoons of plugging away trying to get that perfect score. If you were to plot its difficulty over time, rather than getting a nice, smooth hillock, you'd get a series of peaks that could give Andes a run for their llamas. After each seemingly insurmountable peak of excellence is crested, your heart plummets as another, even larger, challenge rises up to take its place. It's just as well that this is one of the most addictive titles ever created, otherwise only card-carrying masochists would return to receive the kind of punishment Tony Hawk's 2 dishes out. ■

Pete Wilton



Grinding the rails in front of an on-coming New York subway train is cooler than a lorry full of Haagen-Dazs, just don't try this at home

PlayStation Magazine

VERDICT

GRAPHICS	Amazing animation and well-crafted interactive levels	9
GAMEPLAY	An amazing variety of stunts - and tactics - to learn	10
LIFESPAN	Some might say frustrating, but we reckon challenging	9

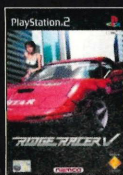
### OVERALL

Not so much a game as a way of losing entire weekends trying to master the trickster's art. If the difficulty curve was spot-on this would be worth a ten, but it's still a game that everyone should own

9

OUT OF 10





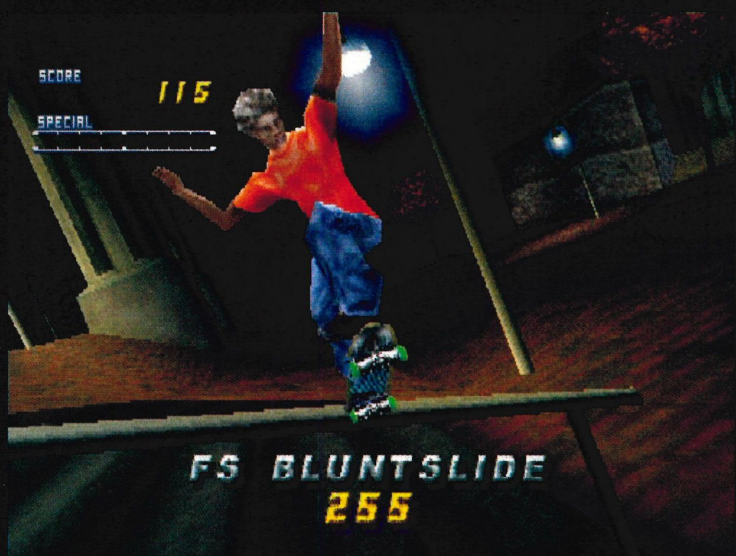
**RIDGE RACER V** NOW EVEN FASTER

PlayStation 2





# BEHIND THE SCENES



**"It looks so real, you'll feel your own twig and berries flutter when you sack it on a handrail..."**

Words: Dan Mayers

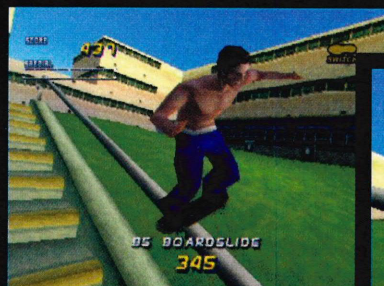


Weak? It just called that trick 'weak'?! And 'sloppy'?! OPM's resident board-master is somewhat marked. "What the hell is going on?" Despite a black belt in *Tony Hawk's Skateboarding*, even we must admit

that the sequel looks trickier than a bloke with a fez, a Marmite tan and a deck of marked cards.

Having just landed a 360° switch melon with both trucks flat on the floor (and without busting any bones), you'd expect at least a small ripple of applause from the digital audience. But no, it seems style points are the new rock and roll for

*Tony Hawk's Pro Skater 2*. It works thus. Pull a flash trick with a tentative snatch at the rail, or perform a half-hearted attempt at a nose grind and your effort is dismissed out of hand as 'weak and sloppy.' Or, if you happen to be grinding through Marseille, 'très pathétique.' Marseille? The pretty French port? Yup, Tony's been on his travels, stopping off at new parks in bonny France, sexy Rio de Janeiro and Noo Yoik's very own Central Park. As we said a minute or two ago, what the hell is going? You gotta be crazy... ►



**"No more throwing** you off to the side when you fall on a rail in a boardslide. We now have the infamous 'nutter' animation; it looks so real you'll feel your own twig and berries flutter when you sack it on a handrail." Producer Steve Pease fragrantly sets the scene for Tony's second outing.





Tony Hawk's Pro Skater 2

# THE **BOARDS** ARE **BACK IN TOWN**

THE SURPRISE HIT OF THE LAST MILLENNIUM RETURNS!  
TONY HAWK'S PRO SKATER 2 IS BACK WITH MORE TRICKS,  
MORE SKATERS AND THE BIGGEST AIR. WE KNOW YOU  
KNOW WHAT THAT MEANS. OPM WAS SUITABLY STOKED...



# BEHIND THE SCENES

► Let's backtrack a bit. *Tony Hawk's Skateboarding* kick-flipped on to the streets in pre-millennial October, to great critical and commercial acclaim. The game was special for a number of reasons. Like

the fact that skateboarding's inherently cool. And because anyone could pick up the controller and start tricking off obstacles almost immediately. And because it was more addictive than chocolate-

covered sex. And because it had that irrepressible, just-one-more-go factor that kept you playing into the small hours, until your eyeballs bled and your thumbs peeled.

Naturally, there were criticisms – some justified. Like the dodgy fogging and horrendous pop-up, but somehow with *Tony Hawk's*, they just didn't matter – but, all the same, how about fixing them with a sequel, and a sequel with a Skate Park Editor at that? Good idea. It worked well in *V-Rally 2*, why shouldn't it work in a skating game? Thus, the first time we saw *Tony Hawk's 2* (renamed *Pro Skater* to bring Blighty in line with the States)

there was a top-down, 2D park, on which you could drop obstacles and then race around. That was all right for starters, but things have improved.

Now you've got a massive 3D fun park, in which you can cram nearly a hundred different objects in real-time. Remember the taxi near the half-pipe in the first level of the original game? Using the Editor in *TH2* you can have ten of them in your park, back to back. ►



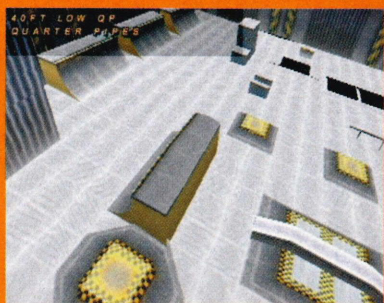
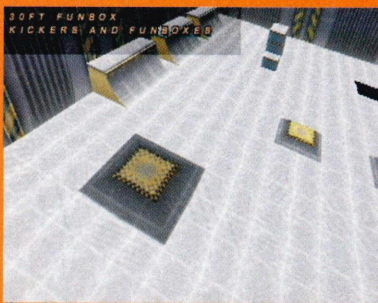
**Much knee-trembling** stuntage is the order of the day with bonuses for specials and unusual combinations – see above right for such an example

## GET DOWN THE PARK, GET SOME EXERCISE

**S**cott Pease, *Tony Hawk's 2's* producer explains the Skate Park Editor...

"You create levels in full 3D so that you actually see your park as you build it. You can choose from about 150 parts, stack them, recombine them, and pretty much construct any kind of park you can dream up. It's not one of those last-second-slapped-on-can't-build-a-track-that's fun kind of features – with a little creativity you can probably build levels that are almost as good as the ones in the game (I'd say better, but the designers here are a whole lot bigger than me!)"

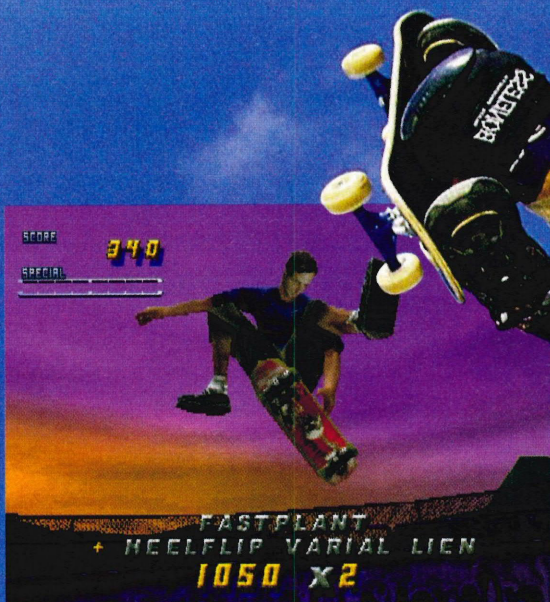
"The Skate Park Editor also allows stacking, so you can pile blocks and ramps up to 60 feet high. You could build a funbox that high and then make Tony's character go jump off of it!"



A few tweaks and snips and you'll have Tony dropping in from 60 feet. Let's hope that PS2 version has a first-person view. Or maybe not...

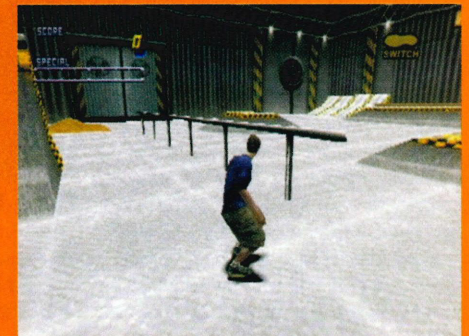
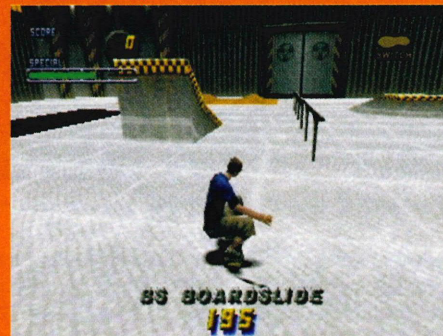


# Tony Hawk's Pro Skater 2



"Now you've got a massive 3D fun park, which you can cram with 100 unique objects in real-time..."

Even better than the real thing? Each skater's appearance is easily changed without having to pop down the high street



## STEP 1: PICK A PARK THAT'S NEW

The premise of the skate park's a simple one. You're given a big room in which to construct as many ramps and grind rails as you wish, choosing from a range of 100 items. Drop them into place, making sure you've got a good run up to build the speed to pull off a big trick. Slotting in grind rails and fun boxes will help when it comes to creating combination tricks.

## STEP 2: RAMP IT UP

Your ramps are fully adjustable, so you can create ludicrous drops and swimming pool-shaped chasms. Although the room size doesn't look particularly big, once you drop into the area you'll be amazed at how spacious it is. An ultra-high roof means there's little chance of smacking your bonce on the ceiling, plus there's enough floor space to race around and build up speed.

## STEP 3: SKATEBOARD HEAVEN IS WAITING

Once your arena's built, you can scope across the park checking out suitable trick spots. This is where you'll get the jump on your opponents as there's plenty of time to plan out the most promising high scoring areas to aim for, and figure out where you can ollie from rail to rail for big combination points. You can also check every section and fine tune the course.

Here's the best part, you can save your creation to a Memory Card and take it round your mate's house for a multiplayer tournament. Since you've already had time to perfect your trick spots, you'll be in an ideal position to spank him with your big wooden plank.



# BEHIND THE SCENES



► Or you can create huge waves of quarter pipes, or deep swimming pool-like bowls or you can litter the floor with dustbins and picnic tables. Or, or, or... Trust us, it's exceptionally versatile.

Neversoft have looked at every aspect of the game afresh and taken it a stage further. Although at first glance the changes may not be obvious. Take character creation. *Tony Hawk's 2* enables you to design a new character in almost every detail, not just the option of a big fat skater versus a skinny one. In the new game you can build up your body however you want. Change your skin tones, change the size and colour of your clothes, change your hair, change your shoes, even stick tattoos on your skater's limbs. In theory you can get a skater that looks pretty



**Play the flashy Park Editor to death, but you can't beat a bowl blow-out**

much like you (with tattoos). It's entirely possible to tweak the pro skater's attributes too – slap a big old dragon tat on Tony's thigh if you like. It's all possible. OK, so you've constructed your burly,

bald-headed, big-shorted, skate punk, now you've got to give him a trick set to play with. *TH2* uses the same intuitive control system as the original, except it now includes manual rolls. Just as before, *OPM* was soon spinning off the lip of a pipe and landing straight into a flash grind. But, weak and sloppy tricks aside, we noticed there were a bundle of new tricks that we hadn't seen before. Mute and melon spring to mind, familiar to fans of snowboarding certainly. It seems Neversoft have worked hard at expanding not only the range of tricks, but also the number of combos. There are more varied nose and tail slides, a slew of new nollie tricks and a load of lip tricks. Which is a good thing,



**Motion capture** of Tony Hawk allows realistic tricks to be performed as in real life. If you could actually make them, that is. And some of you can

**“We managed to pull off a couple of the brand new axle stalls that looked pretty fly to our resident white guy...”**

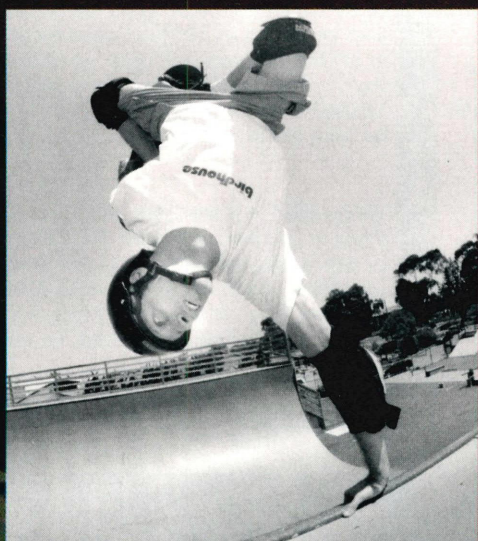
because there's only so many times you can pull off a fast plant without getting bored. Indeed, we managed a couple of the brand new axle stalls that looked pretty fly to *OPM's* resident white guy.

Success in events enables you to pick up new tricks to add to your skating repertoire. Better still, you can now decide which joypad buttons will activate your stunts, enabling you to arrange fave moves according to your individual dexterity, which is handy.

The chances of your novice skater pulling off any elaborate tricks are pretty slim, so expect *TH2* to escalate the bail-out/blood-spillage entertainment. Not content with ►



## THE HAWK TALKS



**O** PM met Tony Hawk at the World Cup Skate Championships in gothic Prague on the cusp of *Tony Hawks 2* initial release.

### How did you get involved in videogames?

I've always wanted to be involved in a skating game and Activision approached me. I surveyed all the games, and Activision was already on the best track. They really had the right feeling for modern skating, so I got involved right away.

### What kind of contributions have you made to the new game?

I've made more suggestions and got tons of reference materials for all the new tricks and locations. I'm not quite writing code for the game, but I do have a lot of input...

### What was the best part of creating the game?

Doing motion capture was a lot of fun. It was a hard day at work and it was weird having all those balls attached to me. A couple of times I fell trying to do a manoeuvre that we were going to capture. I ended up falling spectacularly which I think will probably be incorporated into the game. Still, it's authentic!

Was it like making the 900? (Tony was the first skater to make this trick, after years of trying) How did it feel when you landed it?

It has been nerve-racking since the first time I thought about it. I felt a great sense of relief when I landed it, but I'd basically given up on it until that night.

### Any hot skaters ready to take your mantle?

Yes, and they keep getting better all the time. Bucky Lasek and Bob Burnquist will probably dominate this year's Vert events. I would also say the same for Rick McCrank, Andrew Reynolds, Brian Anderson and Eric Kostorn in Street.

### Are all the moves in the game possible to carry out?

The only restrictions we really faced in the game were limitations of ideas. We wanted to keep it as realistic as possible. Almost every move in the game is based on a real move, the only time they start to get impossible is when you're throwing them into a combination while you're still in the air. They're maybe not really possible. They just

haven't been done before and that's what makes the game so exciting. In this game you can do a kickflip into a 360° flip which is unheard of.

What's the scariest thing you ever did?

Take responsibility for myself.

We get calls all the time from readers claiming 400,000+ points for one trick in the original game. What's the highest score you've ever achieved, then?

Um... Well let's just say that 200,000 is a good day without using any cheats.

Catherine Channon



The beautiful and unnerving sight that is the Birdman in full flight. That's one helluva drop if it all goes board-up

**"The only restriction we faced was in the scope of our ideas. We wanted to keep it as realistic as possible. Combining tricks only becomes physically impossible in mid-air..."**



# BEHIND THE SCENES

## Q+a

**S**cott Pease, *Tony Hawk's Pro Skater 2* producer, takes *OPM* behind the scenes of making this latest skate-tastic bonanza.



**Can you tell us about the new locations?**

There's a variety of locales, just like in *Tony Hawk's 1*, but this time they're bigger and jam packed with expansive secret areas. You'll hit all the major skate cities in the US like New York and Philadelphia, then journey outside of the country to hit famous parks abroad, like Marseille. He's gone global!

**How big are the new levels compared to the first game?**

Twice as big. The city levels are huge, with massive hidden areas, and we have multiple car types – buses, elevated trains, moving trucks, golf carts (don't ask) and of course, the ubiquitous taxis.

**What's the progression of levels in the game? Do we start at a hometown and move through to more exotic locations?**

If you create your own character from scratch you'll start in the middle of nowhere, at a local skate park, and you have to earn the right (both in terms of money and prestige) to visit some of the famous skate spots in the US and abroad.

**How did you research the real tracks?**

We either visited them ourselves, or hooked up with some locals via the Internet and bribed them into giving us pictures. We have one designer (Aaron) who works on the East Coast, so he was able to research New York and Philadelphia. Sadly, a trip to France was out of the question, but our art director (Silvio) found some friends over there who drove to Marseille to film the park for us.

**What new tricks have you implemented?**

The best is probably the manuals – basically riding in either a wheelie position or a nosewheelie

position on your board. You have to balance manuals, just like grinds, but you can ride them across flat section of the levels, so now anything can be linked into a massive combo. We've also added a ton of new grabs and flip tricks, nollie trips, lip tricks and bunch of new inverts.

**How does the Career Mode work?**

It's more involved than last time. Now you earn money for completing the various level goals, which allows you to upgrade your stats, tricks, and equipment and journey to bigger and better levels. And access hidden secrets...

**How much input has Tony had into this game?**

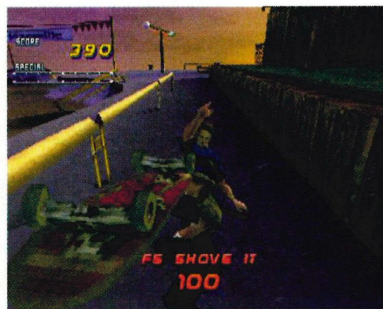
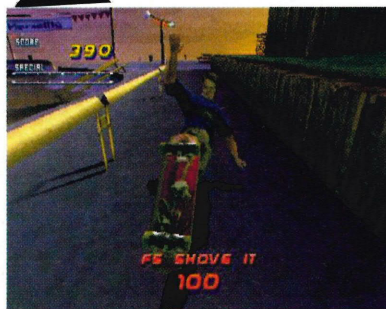
Tony's been a bit busy learning to program the vector units on the PS2, so he hasn't had a lot of time for us. But he has been instrumental in helping us get the new pros, nail down our new trick list, shoot reference material and we've even tapped his personal library of skate photos to gather reference for some of our secret levels...

**How have you improved the two-player modes?**

We've added an eight-player, turn-based, Contest Mode, so you and seven other friends can take your custom skaters and battle it out in a real skate competition. We're also adding a Tag Mode, where the object is to run down your friend and shove him into the asphalt. There's something for everyone.

▶ simply stoving Tony's skull into the concrete, Neversoft have constructed a clutch of 'interesting' wipeouts. Gasp as your skater splats into walls, groan as Tone gets wrapped round a post, sob as your trusty wheeled plank instantly shatters into a thousand tiny splinters...

Location-wise, *TH2* has been on its hols. France is represented by Marseille and the level's modelled on an actual skate park. As is sunny Rio, which greets you with a humorous loading screen reading "uno momento por favor." Humorous because they speak Portugese in Rio, not Spanish. The remaining levels are littered like a pock-marked face all the way across the United States, from New York to Hawaii, but there's an extra hidden level to uncover at the end of the game that's like nothing else on earth. So, we're at the final stage where your




**The animations** are ace, whether you make a trick or not. Careful, you'll have someone's eye out with that

character's built, your tricks are assigned (and mastered) and it's time to take on those ne'er-do-wells commonly known as your mates. Spot of SKATE gentlemen? Or perhaps you'd prefer some Graffiti? Naturally, these original multiplayer options are present, along with advancements like Battle Mode and the ability to reduce your

rival to a weeping heap, after you've shunted him off the edge of a ramp. In addition, there's Street, Vert and Best Trick Modes, which can all be played by up to eight players. Play the game to completion and a host of mini-games are revealed, including Longest Grind and Highest Air competitions. Remember trying to dodge that taxi that was careering round the Downtown level in the first game? How about using a similar premise and competing in a game of Traffic Chicken with your mates? Or Crash Test Dummy which involves attempting to break as many bones in your skater's body as possible... *Tony Hawk's Pro Skater 2* is shaping up to be a radical improvement on an already fine original game. It has ramped up all the elements that made the

first game great and has enough new features to silence all the cat-calls of 'sequelitis'. Hurray!

Anyway, back to the fact that *OPM's* tricks kept coming out weak. What's that all about? Well, seeing as *Tony Hawk's 2* will also be appearing on PlayStation 2, could this be something to do with the Dual Shock 2's pressure-sensitive analogue buttons? Remember we described a grab being made tentatively? What if, on PS2, pulling off a grab was dependent on how hard you held down a button? What if a quick flick of  made your skater gently tap the rail, while pushing down hard would bring about a nose grind? Wouldn't that be superb? Indeed it would, and somewhere in sunny California, Tony Hawk wakes up and smiles sagely. ■

**"Play to completion and a host of mini-games are revealed, including Longest Grind and a Highest Air competition"**



# TONY HAWK'S PRO SKATER 2 TIPS

## TARMAC ATTACK

Those of you that are familiar with Mr Hawk's first skateboarding foray will find your feet in this second edition in no time at all. However, if you're completely new to the game, you'll spend more time cutting your teeth, quite literally, on the skatepark floor than you will on your board.

To perform a simple kickflip, skate along holding down the ollie button, when you reach your chosen spot (lip of a ramp, top of steps, etc.), release it and quickly stab the flip button while at the same time pressing any direction on the D-pad. Get your timing right and you'll have performed your first trick. Experiment with some different directions to discover more of these simple tricks, and don't forget those diagonal combinations.

To save your blushes, as well as your bones, give yourself plenty of time to finish tricks before landing. Don't attempt anything too flashy at first as, more often than not, things usually end in tears. As in life, perseverance is the key, so it won't be long before you're pulling off 360 stalefishes, handplants and smith grinds with relative ease. At this point it's time to turn up the heat

and be a little bit more adventurous. Earn point multipliers by pulling off combinations, like doing a couple of flip tricks into a grab, or flipping out of a grind or two. However, to skate like a pro, and score in the millions, you must seamlessly meld one trick into another using a series of grinds, manual rolls, wall rides and ollies.



Stick with basic moves at first like this handplant, above. Then as your skill and confidence grows, start linking several moves together. Combine different moves creatively to gain maximum pointage

THE HAWKMASTER RULES ALL CIRCUITS, BOTH THE PRO COMPETITION AND THE REAL ONES INSIDE YOUR PLAYSTATION

## SIGNATURE MOVES

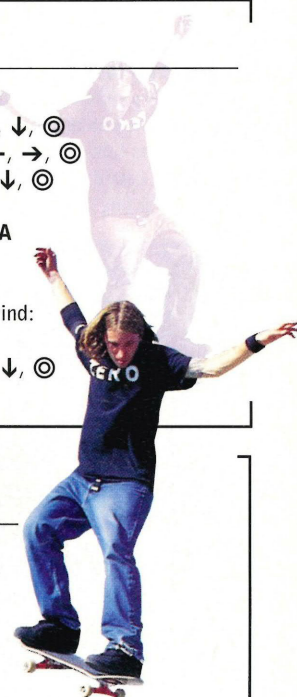
You may have been wondering just what in the name of Animal Chin is that Special meter on the side of the screen all about? Well, we can unexclusively reveal that you must successfully perform a series of tricks to fill it. When full, it allows your chosen skater to perform his trademark manoeuvres. "But what the jiggins are they?" We here you gruffly bellow. Alright our kid, calm down, calm down, here you go...

### TONY HAWK

The 900: →, ↓, ◎  
Christ Air: ←, →, ◎  
Sacktap: ↑, ↓, ◎

### CHAD MUSKA

540 Flip: ↓, ↑, ◎  
Hurricane Grind: ←, →, ◎  
Backflip: ↑, ↓, ◎



## THE KNOWLEDGE

In addition to accumulating vast amounts of points from showing off your skateboarding wizardry, extra bonuses can also be earned from performing tricks in specific locations. Ollie over a dumpster and you'll receive a bonus worth 200 points, leap over the bunting above the transitioned bank for an Over The Gate Bonus. Basically, to find the bonus areas, ollie over, on or in, just about any obstacle that comes your way. However, some bonuses are slightly more obscure than others (or they used to be that is).

### KNUCKLIN FUTZ

Leap out of the bowl on to the light fixture that has a pole leaning against it in the raised grassy area. This is very tricky indeed.

### BIG OL' STANKY GAP

Ollie out of the bowl (near the small steps) and over the pair of dumpsters to the flat area beyond.

### LAMP STOMP

Using the bowls, fire your skater high up into the air, then land in a grind on top of one of the street lamps.

### KINK KLANK

Ollie out of the furthest half bowl and grind, or slide on, the hand rail down the small flight of steps.

### OVER THE GATE

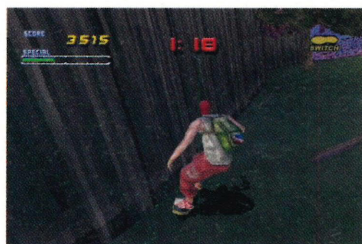
Ollie over the bunting that's stretched between the poles just to the right of the starting point.

### RAIL TO RAIL

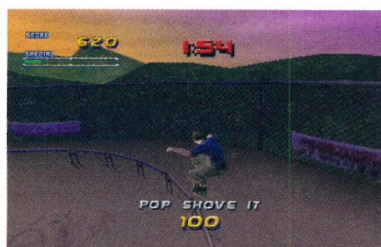
On the far left funbox, grind from one rail to the other, successfully jumping the gap between them.

## GRAVEYARD ROBBERY

There's a handy stash of score enhancing pointage to be found in this level – if you know where to look that is. Leap into the flowerbed behind the twin bowl set and you'll see a stick supporting the Knuckin Futz lampost. Using your skater, knock the stick out of the way and the lampost will collapse revealing the bonus points.



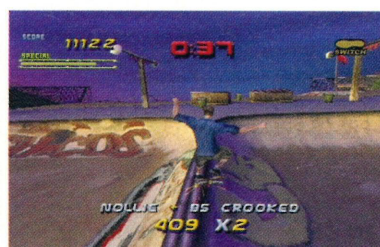
Ignoring the 'Keep Off The Grass' signs, leap into the bed and smack into the stick you can see here on the right



Head right from the start and, after grinding the picnic bench, use the hump to ollie straight on to the rail, like this



Grind along, ollieing between the flower bed's edge and the rail, until you eventually land in the clover leaf pool



Ollie over the crossbar, landing in a manual, then come out of that to grind this spine between the square pools



Pull another manual and do as many tricks as you can. The timer won't stop ticking until all four wheels are on the ground





# DISCONTENTS

WATCH GROWN MEN MASH BONES, EAT CONCRETE AND FLAY SKIN FROM THEIR NETHERS

**A**fter the resounding success of *Tony Hawk's first PlayStation outing*, every developer and its dog immediately dropped what they were doing and hurriedly banged out their own versions. The resulting tide of wannabe clones merely lapped at the feet of the great man himself.

Our awesome demo gives you control over two of the skateboarding world's most renowned characters; the Birdman of Carlsbad himself – Tony Hawk, and the man who

is possibly Las Vegas's answer to Little Lord Fauntleroy – Chad Muska. Win your spurs and impress the fans and betties alike, at the magnificent Marseille skate jam. Then, why don't you test your more creative skating skills and give Bob the Builder a run for his money by constructing your own skateboarding palace. Well then, what are you waiting for? It's time to slap in our disk, pick up that pad and prepare for some grudgingly gnarly action, when you get down to some serious skating, Hawk-style.

## MULTIPLIER MADNESS

Over thirty different multipliers have been secretly hidden away somewhere in Marseille's skate competition arena. We've already shown you how to find some of them, but where in the name of Steve Cabellaro are the rest? Well you're not going to find out just sitting there. Skate's up, so get on with it.



As you come into land, always try landing in a manual roll, then use it to link to your next trick



**Bugger!** We've let slip the secret location of another hidden multiplier



**You'll need** an overflowing Special Meter to manage to clear the crossbar



**Clear the dumpsters** from all sides to get several different bonuses

## CONTROLS

- ⊗ Ollie
- △ Grind/Slide
- Grab
- ⊕ Flip
- Ⓚ/Ⓛ Spin faster
- ↑ ↓ Manual roll
- Ⓡ Switch stance



## DIG YOUR OWN HOLE

Not content with bringing France's premier skate comp, our demo also lets you try your hand at a spot of skatepark construction. Use the **L1** and **L2** buttons to cycle through the various **R2** item sets, then use **L1** and **L2** to choose each individual piece. Once you've finished your architectural masterpiece, hit **START** then select play. The more elaborate the eventual construction, the better.



**If you** fancy getting all Tony Hart, this is where you can let yourself go



**A tabletop** here and a quarter-pipe there, BGE Towers is almost ready



**Right, the bulldozers** have moved out and your park is ready to go, it's time to get down there and start shredding that virgin concrete

## BEAT THE TEAM

Our greatest total score achieved at the Marseille skate comp, so far, is a whopping 1,567,750. Our highest score for one trick currently stands at, an also rather large, 20,100 points. Reckon you can do better?



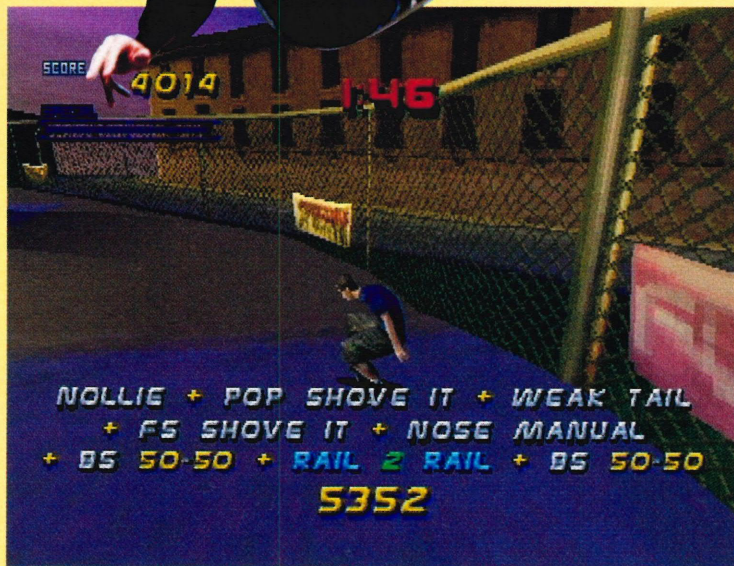
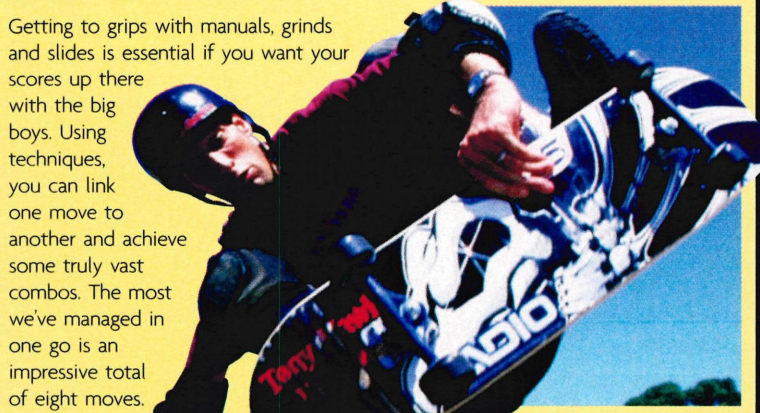
**Always pop-shove** your heel flips, as my darling mother used to say



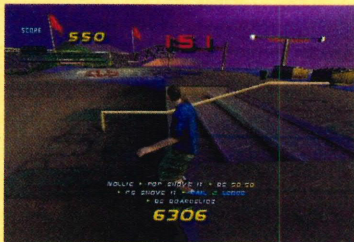
# Tony Hawk's Pro Skater 2

## CRAZED COMBOS

Getting to grips with manuals, grinds and slides is essential if you want your scores up there with the big boys. Using techniques, you can link one move to another and achieve some truly vast combos. The most we've managed in one go is an impressive total of eight moves.



**Finger fangling** moves like this little lot take quite a while to master, but once you've got your manuals sorted everything just comes together



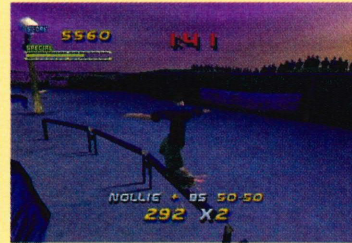
**Throw a multiplier** bonus into your combos for massive scores



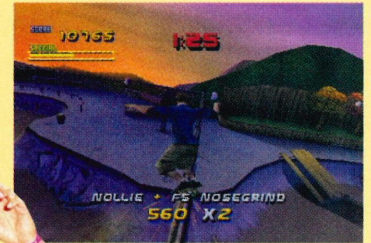
**Having a full Special Meter** makes standard moves much easier

## A LEDGE TOO FAR

Check out the impressive assortment of skating snapshots below. Do you think you've got what it takes to perform the same selection of finger-fangling stunts and tricks? You risk only mild embarrassment and miserable failure in public.



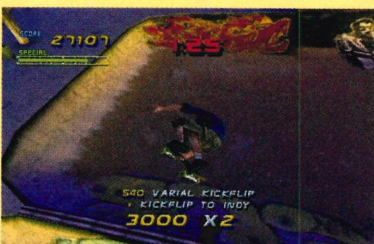
**Not too tricky** this one, but just how many grinds can you throw in?



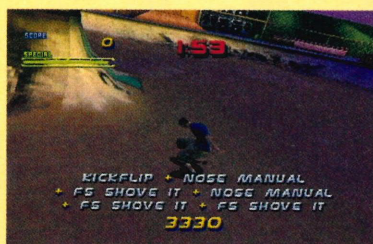
**Getting up** here takes some doing



**Now you know** why they call him the Birdman of Carlsbad. Could this be the world's highest nollie? Can you propel Mr Hawk to these dizzy heights?



**Repeated tricks** don't score as highly as new ones, so keep it varied



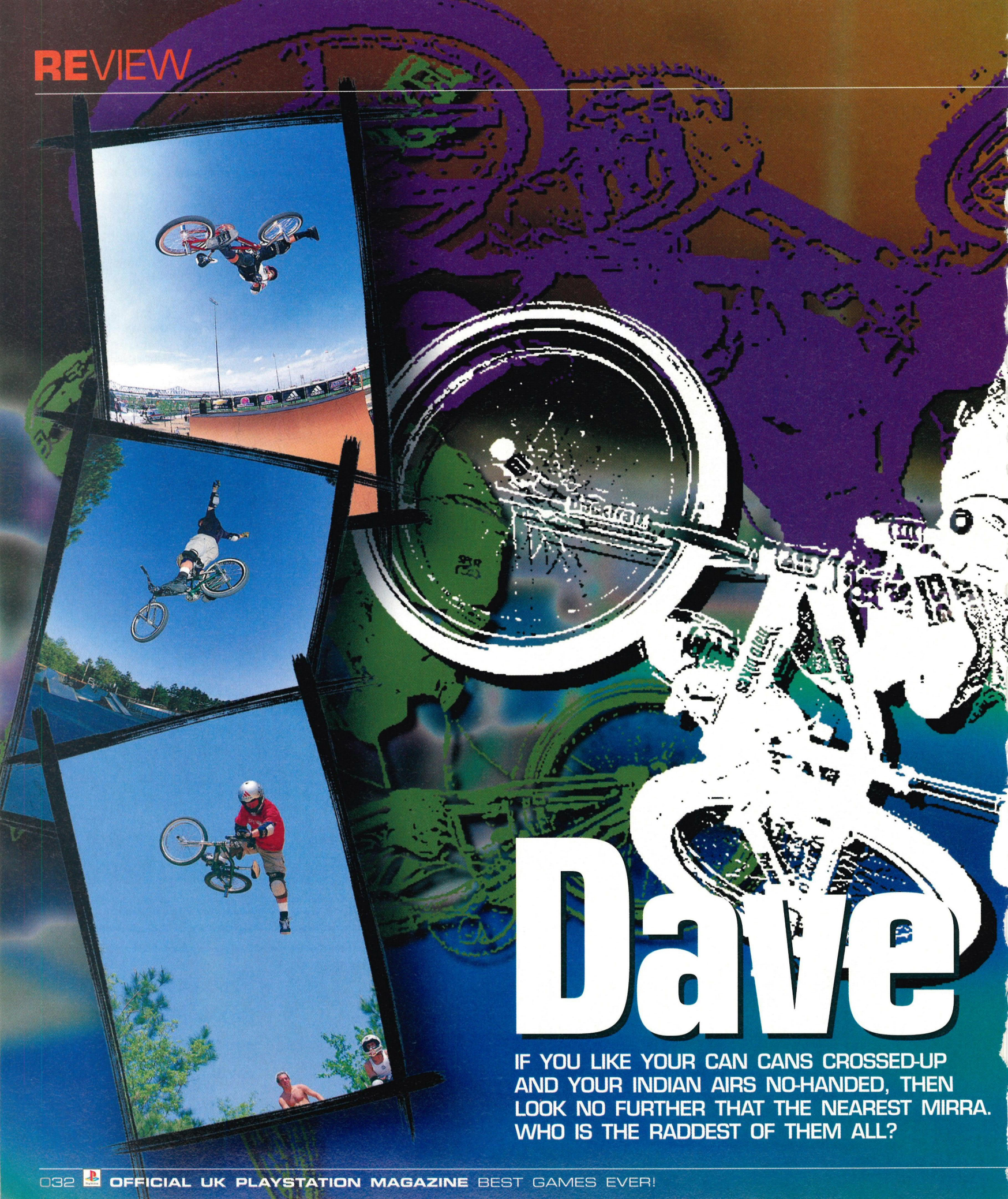
**Not a bad** tally of skateboarding trickery, don't you think? We're chuffed



**Do we like** skateboarding? Rich is the current office champ (see above)

**"You can link one move to another and achieve some truly magnificent trick combos"**










# Dave

IF YOU LIKE YOUR CAN CANS CROSSED-UP AND YOUR INDIAN AIRS NO-HANDED, THEN LOOK NO FURTHER THAT THE NEAREST MIRRA. WHO IS THE RADDEST OF THEM ALL?





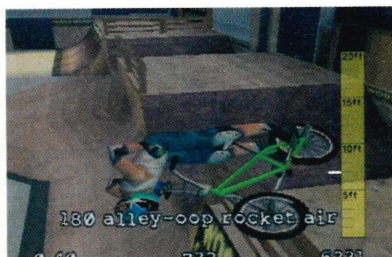
#### FACTFILE

 PUBLISHER	Acclaim
 DEVELOPER	Z-Axis
 RELEASE DATE	Out now
 AGE RESTRICTION	None
 NUMBER OF PLAYERS	One to two

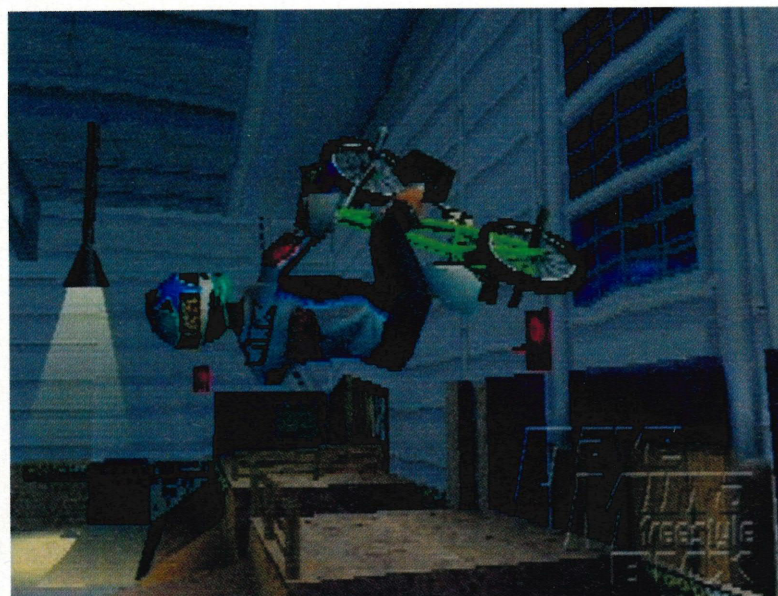
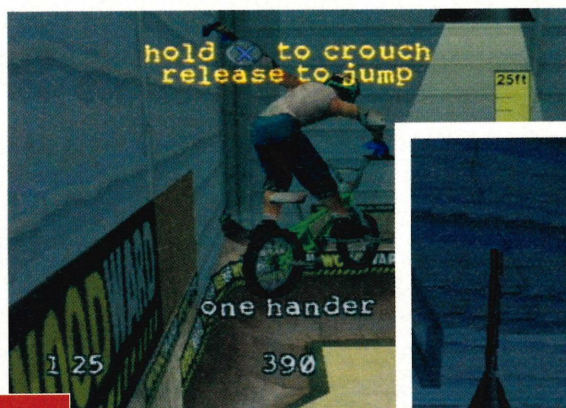
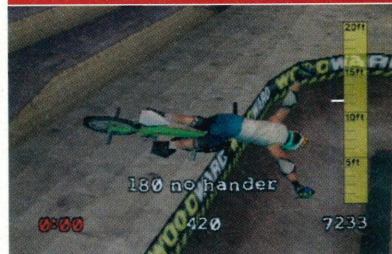
# Mirra

## Freestyle BMX





**Alley-oop airtime.** Get airborne with almighty jumps which enable you to pull off the most radical stunts ever! Well, until *Mat Hoffman's* that is



HAVE A GO – BUT OOH, MIND THE CROSSBAR SWEETIE!

# Dave Mirra Freestyle BMX



As with any extreme sport sim, reality is skewed to precipitate



**T**here's a new law in extreme sports game reviews: you must mention Tony Hawk. There are good reasons for this. *Tony Hawk's Skateboarding* (OPM50 9/10) kick-started the genre on PlayStation and *Pro Skater 2* (OPM63 9/10) has now set a new benchmark, and in the case of *Dave Mirra*, there's little choice but to evoke the Hawkster's name at every opportunity.

The reason is that *Dave Mirra's Freestyle BMX* could well suffer the same fate as *Thrasher Skate And Destroy*, which quickly wilted in the shadow of *Tony Hawk's Skateboarding*. This time, for *Tony Hawk's* read *Mat Hoffman's*, a BMX game which uses the same tried and tested engine as the two *Hawk's* games.

It would be a pity if *Dave Mirra* is swiftly overtaken by a flashier rival, because it is a very good title in its own right, with some interesting – if not quite ground-breaking – twists on the oft-predictable stunts and tricks formula.

You choose from ten professional riders, including the eponymous World

Freestyle champion, and compete in a pretty standard array of single and two-player modes. The pick of the two-player face-offs is the BMX Mode, which is based on copying one another's tricks. Fail to replicate your opponent's trick and you'll gain a series of letters. When the accumulated letters spell out a word chosen beforehand, you lose.

The main game is based on an absorbing progression mode, called Proquest, which sees you start as an amateur in your back yard, pulling off a series of tricks. As you successfully complete the range of amateur challenges you unlock professional challenges, which are more difficult. They also enable you to activate more tracks and gain new kits and sponsors, as well as some spanking-new bikes. Once the professional challenge is complete on each course, you can also take on the hardcore challenges, which are not essential for progression, but provide good replay value and unlock cheats and secrets.

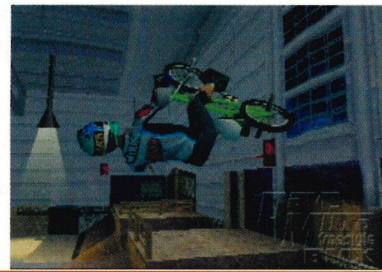
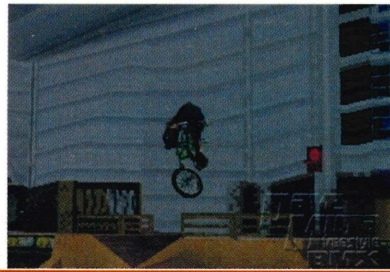
Ultimately, the aim of Proquest Mode is to gain entry to the trickiest

professional tournaments and, eventually, to become world champion. The trouble is, because you are always being pushed in a certain direction, you get no freedom to really enjoy the thrill of riding around as you progress through the ranks. You get a new bike here or a new sponsor there, but only when you achieve fixed targets. However, it lacks credits or a cash system, which would've opened the game up and made it that bit more engaging.

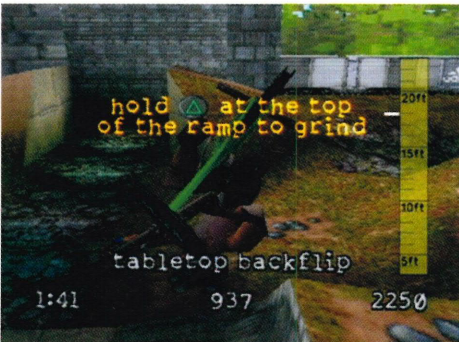
As with any game of this nature, reality is skewed to precipitate huge stunts and minimise frustration. So the 'air' you get is bigger and it's very hard to crash your ride. So difficult, in fact, that you feel a tad mollycoddled. If you start pedalling and let your bike roam free, it will bounce off walls, even at almost 90°. Part of the curious appeal of *Tony Hawk's* is the cringe-inducing bloodiness as you scrape your rider across the concrete, having failed to pull off a particularly daring trick. But in *Dave Mirra*, you simply bounce. Crucially, however, there is a genuine sense of achievement when you finally pull off the more difficult tricks.



# Dave Mirra Freestyle BMX



**Up and at 'em!** Even the most catastrophic landing doesn't finish with Mirra's 'tenders' mercilessly whacked on the crossbar



**Tricktastic!** While the handling isn't all that fluid, your trusty BMX will out-trick the trickiest of skateboards

## huge stunts and minimise frustration

This is partly due to the fact that *Dave Mirra* is more than a *Tony Hawk's* wannabe on two wheels. After *Pro Skater 2* you'd be forgiven for thinking it represented a desperate move to convert, yet another, extreme sport into a shoddy videogame. In fact, it successfully conveys the sense of riding a bike. Your ride feels physically heavier than a board and you feel that bit more distanced from the terrain – which makes the stunts (many of which are unique to BMX-ing) feel excitingly dangerous, even without blood.

Undoubtedly, many gamers will wait to see *Mat Hoffman's* offering before they choose a BMX title. While such a decision may prove wise, Activision's game will need to go a long way to better *Dave Mirra Freestyle BMX*. ■

Lee Hall



**Cross-over.** Watch the opening sequence's real footage of Mr Mirra, spliced with in-game graphics. The tricks are unerringly similar

## HOW TO...

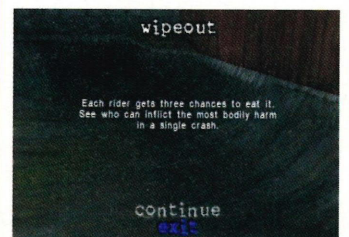
# RIDE THAT TRAIN DAVE MIRRA STYLE



On the Greenville-Vail Trail course you need to pedal toward the railroad and stop, facing the ramp head on.



Get a good distance back and go full pelt, jumping as high as you can...



...then you'll smack right into the speeding train and will continue to be vigorously bounced down the carriage.

**IF YOU LIKE THIS THEN LOOK AT...**

**TONY HAWK'S PRO SKATER 2** (OPM63 9/10)  
Lose entire weekends trying to master it

OFFICIAL UK  
**PlayStation**  
Magazine  
**VERDICT**

■ GRAPHICS

Decent backgrounds and nice details 8

■ GAMEPLAY

Impressive stunts are accessible, but still tricky to master 8

■ LIFESPAN

The Proquest Mode gives it legs 8

■ OVERALL

There's plenty of fun to be had here. The Proquest Mode is compelling enough to rank *Dave Mirra* among the better extreme sports offerings, and yes, the bike does play markedly differently from the board

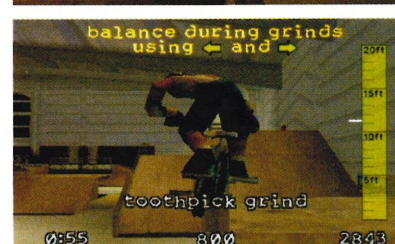
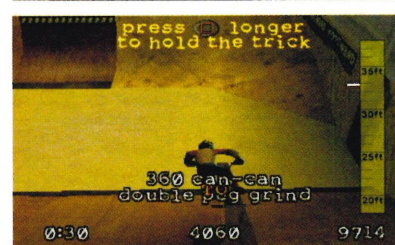
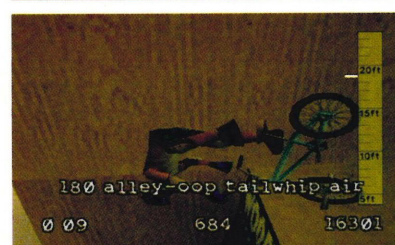
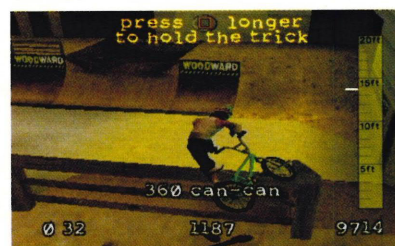
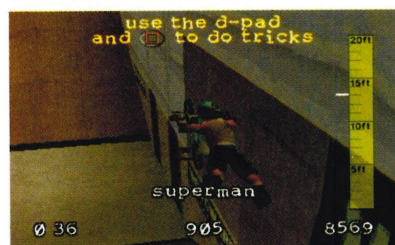
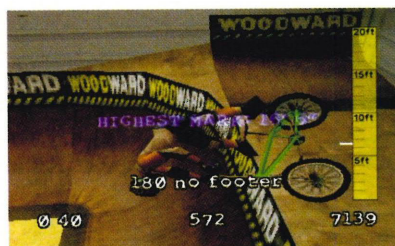
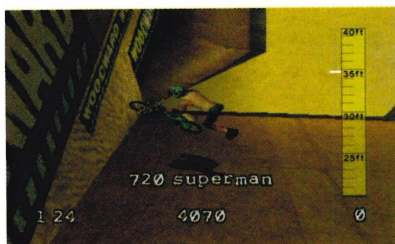
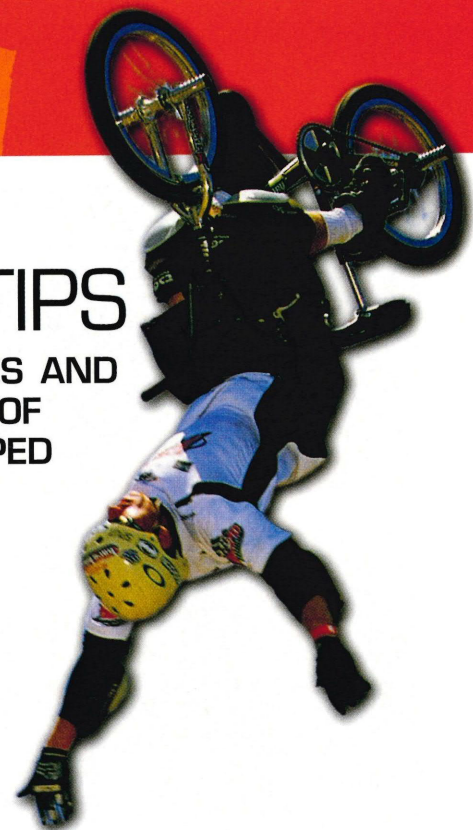
**8**

OUT OF 10



## DAVE MIRRA FREESTYLE BMX TIPS

MR MIRRA'S COMBINATION OF SICK MOVES AND DEATH-DEFYING HIGH AIRS GIVES PLENTY OF OPPORTUNITY TO PULL TRIPLE BACK FLIPPED TRUCK DRIVERS JUST LIKE A PRO



### BASIC CONTROLS

- ↑ - Hold to peddle
- ↓ - Brake
- ← - Turn Left
- - Turn Right
- ⊕ - Big Air Tricks
- ⊙ - Grind
- ⊗ - Bunny Hop
- ⊖ - Modifier Tricks
- Ⓛ - Spin Left
- Ⓡ - Spin Right

### GET SOME AIR!

Timing is everything, if you want to the maximum hang-time out of your airs. As you come into a ramp press ⊗ as soon as you hit the transition then release it when you reach the vert. If you're riding a halfpipe or bowl, you can also pump the transitions instead of pedalling to gain extra height. When coming in to land press ⊗ just before making contact with the ramp. If done correctly, the rider squats over his seat without pedalling. On reaching the other side of the ramp, bowl, whatever, release ⊗ as before, then repeat the whole process to build up some truly spine-shattering airs.

### BIG AIR TRICKS

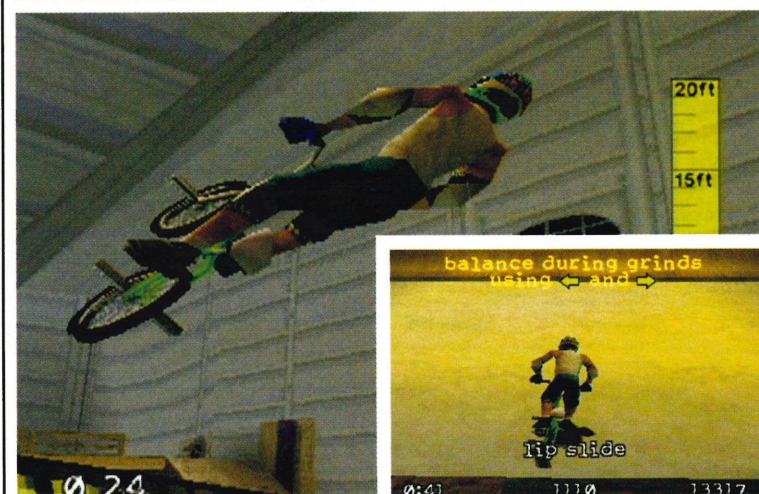
- ↑ + ⊕ - Table Top
- ↓ + ⊕ - Back Flip
- ← + ⊕ - Look Down Air
- + ⊕ - Can Can
- ↖ + ⊕ - Rocket Air
- ↗ + ⊕ - Superman
- ↘ + ⊕ - Candy Bar
- ↙ + ⊕ - Tail Whip Air

### MODIFIER TRICKS

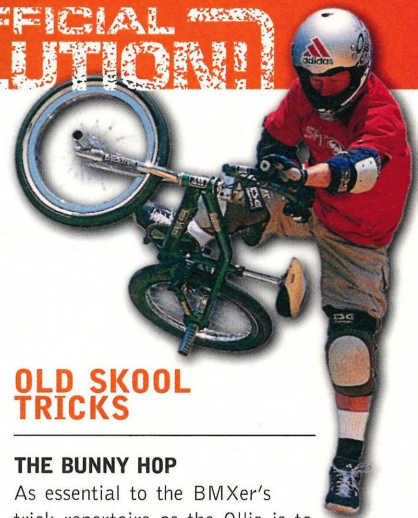
- ↑ + ⊙ - X-Up
- ↓ + ⊙ - Bar Spin
- ← + ⊙ - One-Footed Air
- + ⊙ - One-Handed Air
- ↖ + ⊙ - Peg Grab
- ↗ + ⊙ - Seat Grab
- ↘ + ⊙ - No Footer Air
- ↙ + ⊙ - No Hander Air

### GRINDS

- ↑ + ⊙ - Tooth Pick
- ↓ + ⊙ - Ice Pick
- ← + ⊙ - Smith
- + ⊙ - Double Peg
- ↖ + ⊙ - Lip Slide
- ↗ + ⊙ - Luc-E
- ↘ + ⊙ - Crooked
- ↙ + ⊙ - Sprocket







## OLD SKOOL TRICKS

### THE BUNNY HOP

As essential to the BMXer's trick repertoire as the Ollie is to the skater's, the Bunny Hop is the cornerstone on which almost all of Dave Mirra's freestyle BMX tricks are built. This move can be used, not only to get your rider and his two wheeled steed airborne, but by performing slight variations and pulling off different tricks, you will get a shedload of extra air and pointage, from Fast Plants and Wall Taps.

**Fast Plant** – When in the air, press  $\leftarrow + \otimes$  near to a ramp, rail or wall  
**Wall Tap** – While airborne press  $\rightarrow + \otimes$  near to a ramp, rail or wall

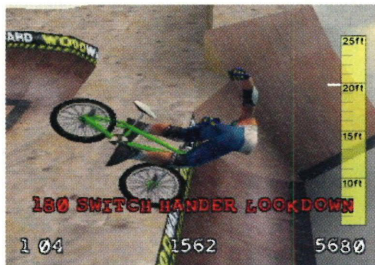
### THE WHEELIE

Another ancient cycling manoeuvre that's best achieved when riding a Raleigh Striker or Chopper. After pulling off any trick, land in a Manual or Nose Wheelie and keep the  $\otimes$  button held to keep the trick going. Steer the bike as normal or slow it down if you like.

Be sure not to oversteer or hit a transition, otherwise both wheels will touch the ground. Keep it going for as long as possible to score stupid amounts of points (see bottom-right screenshot)

**Manual** – Press and hold  $\otimes$  while in the air, then hit  $\downarrow$  before landing

**Nose Wheelie** – Press and hold  $\otimes$  while in air and press  $\uparrow$  before landing



## DO IT YOURSELF

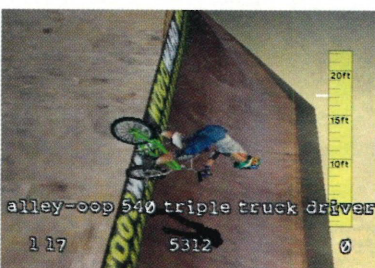
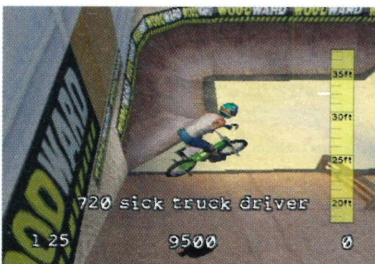
As well as linking separate tricks, by performing them one after another, Dave Mirra's Freestyle BMX allows moves to be combined together to create your own individual stunts. Mix a Rocket Air, No Hander and X-Up and you'll pull off a No Handed, X-ed-

Up Rocket Air. These modified moves not only look damned impressive, but they'll also see your scores shooting through the roof, as well.

To grab a fist full of modified points, not to mention a hat brimming with kudos, perform a Big Air Trick

and then quickly switch to a Modifier Air. Initially, you'll end up just pulling off linked tricks, but once the timing's sorted out – this is obvious, as the trick name turns red when it's performed correctly – there'll be a new bag full of tricks at your disposal.

## SPECIAL TRICKS



Not content to rest on his laurels the good Mr Mirra has also thrown a smattering of Special Tricks into the BMX mix. These extra freestyle manoeuvres require a good deal more pad twisting dexterity than the Big Air Tricks, but if you're feeling extra flash then they can be mutated by using Modifiers as well. As ever, the 3 ps, practice, patience and perseverance will pay dividends.

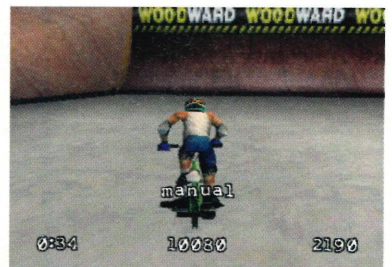
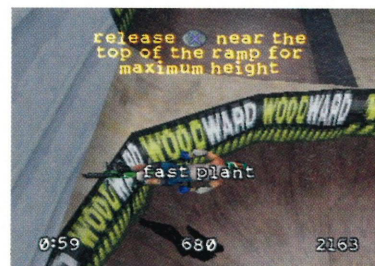
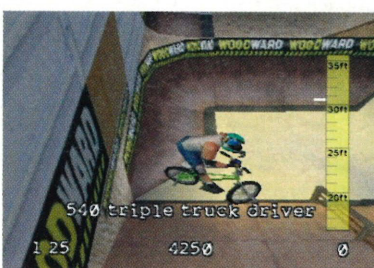
**Flair** – Back Flip + 180° degree Rotation

**Truck Driver** – Bar Spin + 360° degree Rotation

**Flip Driver** – Back Flip, Bar Spin

**Nothing** –  $\searrow$ ,  $\swarrow$  +  $\otimes$

**Crotch Rocket** – Rocket Air, Seat Grab







# DISCONTENTS

READY TO EAT PLYWOOD, TARMAC AND CONCRETE?  
DOES BURNING RUBBER FLOAT YOUR BOAT?

**M**any gamers out there are biding their time awaiting the much delayed appearance of *Mat Hoffman's Pro BMX*, however there is another freestyle BMX game already among us, which goes by the name of *Mirra*, *Dave Mirra*. (Some would say it's even better.)

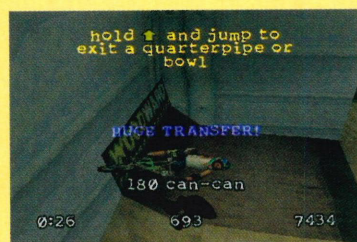
Instead of simply going for a two wheeled clone of *Tony Hawk*, *Mr Mirra* goes all out to create a totally new experience. Here, you'll not only find a highly sophisticated

move system allowing for many more trick combo possibilities than any of its rivals, but added to this is the more usual array of pro riders, courses and competitions. The result is top class and *Mat H* will have to go a long way to beat it.

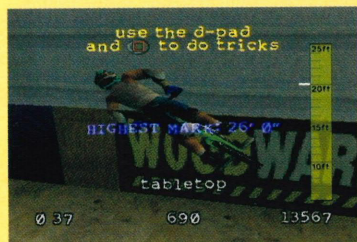
Linking stunts together is the key to BMX greatness and our demo lets you loose in Dave's own purpose-built plywood playground, there are no objectives as such to complete, – just man, machine and a world filled with ramps (and 1000 acres of sky.)

## MAXIMUM POINT CHALLENGE

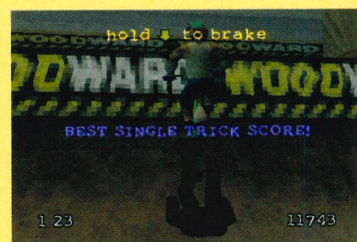
Roll up! The aim is to mix up enough Big Airs, Grinds, Modifiers and Special Tricks and you'll eventually reap some truly outrageous pointage. It's not easy though, scoring big in *Dave Mirra* takes bags of finger fangling skill, not to mention plenty of practise. Our finest score to date is an impressive 75547. Beat 'dat!



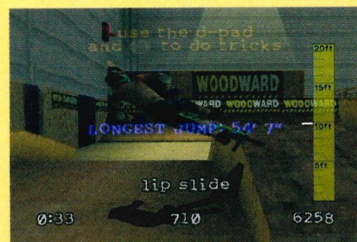
**Transfers from** one ramp to another are a great way to grab points



**Big airs also** score, er, big. Tabletops lift your bike even higher



**As in** any decent rad sporter, repeat tricks score less



**It's not just** Big Airs that get big scores, long jumps mean points too



**"It's perfectly possible to pull off fast plants or wall-taps on the curtains instead"**

## CONTROLS

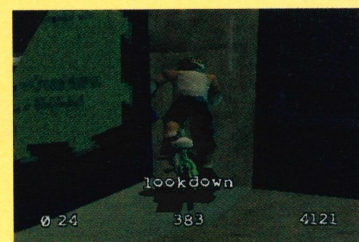
- ↑ Hold to peddle
- ↓ Brake
- ← Turn Left
- Turn Right
- ⊙ Big Air Tricks
- ⬆ Grind
- ⊗ Bunny Hop
- ⊙ Modifier Tricks
- ⬅ Spin Left
- ➡ Spin Right



## THE GLITCH

Nope, this has nothing to do with Jim Carrey or Dr Suess, but extra ramps instead. Study the intro to our demo level and you can clearly see an outside arena behind the warehouse. The only problem is that, you're not able to open the doors unless you're playing the full game. However, as the demo is a work in progress there are a few glitches lurking within. And we can play with these. One particular error allows you to go outside by passing through the blue curtains near to the warning signs. It's all a bit random and you've got to persevere, but if the timing is perfect, then it's

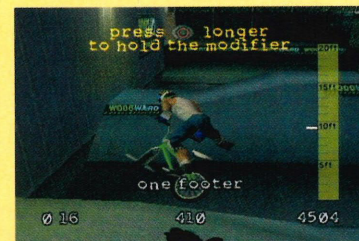
perfectly possible to pull off fast plants or wall-taps on the curtains and to somehow wriggle your way through. It's the Glitch. It's right here.



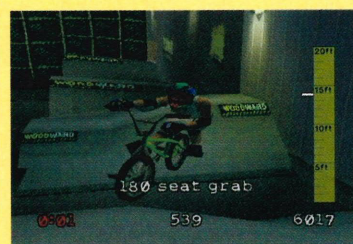
**As if by magic** he managed to pull through a solid wall. Hurrah!



**Well he's** almost done it, hang about he won't be a second



**Free at last!** Dave breathes the sweet air of a man freed from drapes



**Make the** most of it while you can, the clock is still ticking

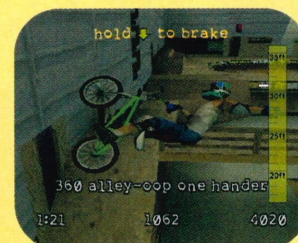


## START TO FINISH

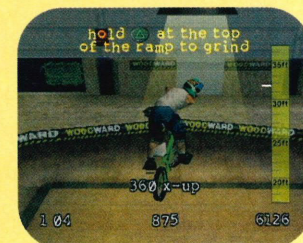
If you want to attain a gold medal top score worthy of BMX heaven, you'll need to plan the route carefully before the off. Work out exactly what tricks you want to pull off and find the spots where you're going to do them. All you've got to do now is get out there, and ride like the wind!



**(1)** Backflipping this first ramp is always a good idea. If you're feeling flash, there's the option to turn it into a truck driver



**(2)** You'll now have enough speed to get a massive air of the next quarter-pipe, so make the most of it and get totally stoked



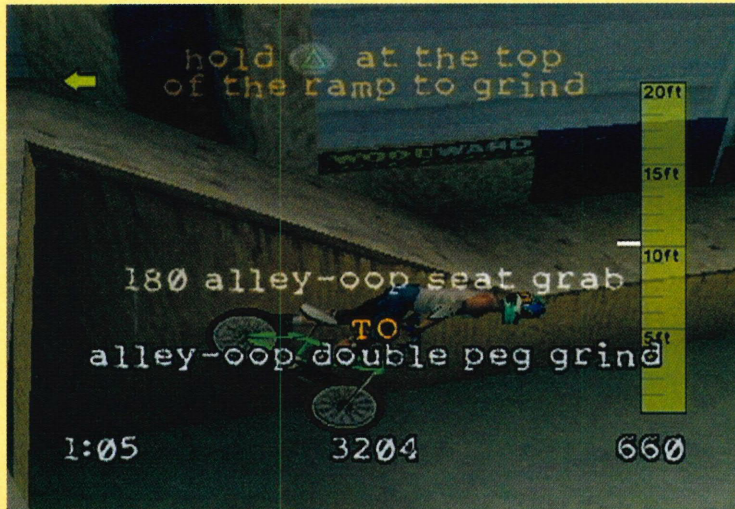
**(3)** Head into the bowl now, this is a great spot for ramping up your score before moving off through the rest of the park



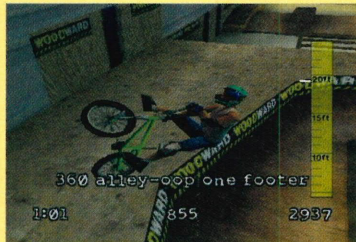
# Dave Mirra Freestyle BMX

## MIX N' MATCH

Given Dave Mirra's marvellous, mechanical, modified trick system, there is an almost infinite number of tricks at your disposal. Mix Big Airs with your Modifiers then throw in a Special just to be flash. We reckon there's got to be over seventy different tricks, how many can you pull off? Start with small ones, then work up.



**Linking standard tricks** in a chain scores plenty of points, of that there's no doubt. Modified tricks score bigger, so try to link them too



**The bowl** is a top place to get to grips with all your air moves



**They're like** buses, you wait for one all day then loads come at once



**There it is**, a modified air. All bow down and bathe in its glory

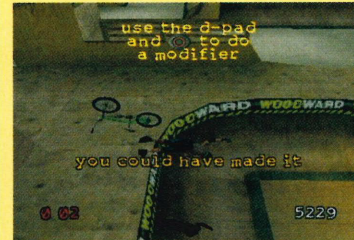


**Just look** at that screen text, a clue that this trick scores big points

## ROLLIN', ROLLIN', ROLLIN', ROLLIN'

Spectacular bone crunching slams and mentalist style bails play almost as important a part of radical sports as affecting a trans-Atlantic accent, slapping high fives and wearing beanie hats. Dave Mirra's minor scrapes cue captions like 'Need more height' and the snappily titled 'Awkward landing.' Pull off a more

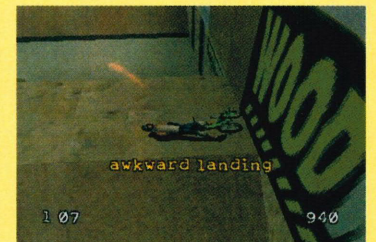
impressive slam and you'll be rewarded with the ace caption 'Player cratered'. However, if you just can't get enough of inflicting pain and suffering on your computer controlled BMXer, press all four shoulder buttons together to make your rider bail on purpose. You get the same caption every time though, but the sight of your BMXer's flailing limbs are guaranteed to cause much amusement and makes for a very amusing crash every time.



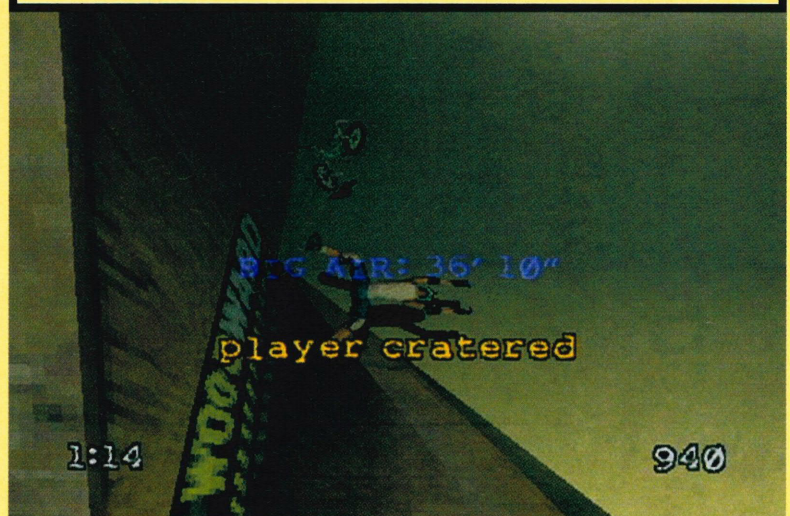
**We could have** made it, but we didn't want to. Ha, Ha, Ha!



**Surely there's** an easier way of learning the seven deadly sins?



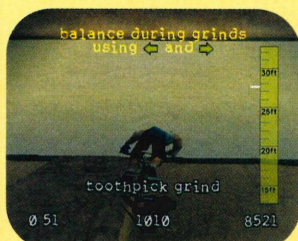
**Full marks** for the in-game crash caption. Short and to the point



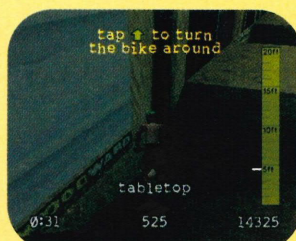
**Hurrah, we've made it!** Finally the famed 'Player cratered' caption is ours. You'll need to not only get some serious height to pull this off, but also make sure your BMXer lands right on his bounce. Call the medics, he looks in bad shape



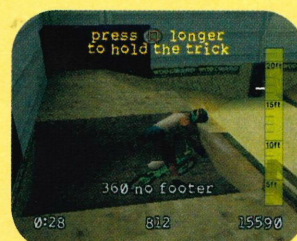
**(4)** Pull a massive air out of the bowl and throw in as many tricks as you can. Now get yourself lined up with that fun-box



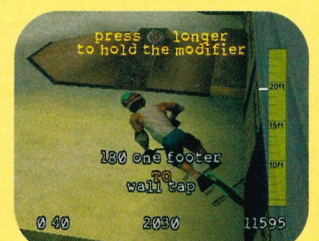
**(5)** Pull off an air if you like, we however would suggest you chuck in a couple of grinds as this will line you up for the next section



**(6)** After grinding the box, head into the mini ramp complex up on the far wall. Make your way along, pulling off tricks as you go



**(7)** After pulling an air here, keep your wheels earth bound for a minute until you reach the quarterpipe on the far wall



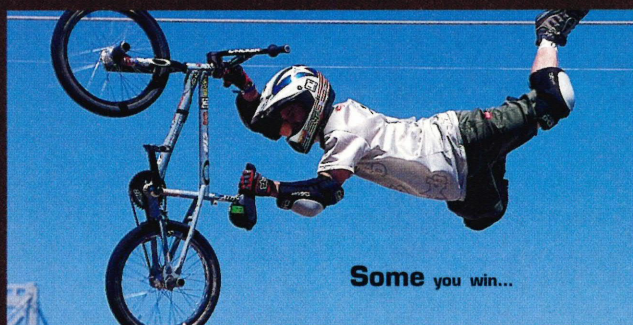
**(8)** Using the ramp get as much height as you can and try to pull off a massive wall tap. You've now done a complete circuit



Words: Catherine Channon Illustrations: Mark Dawson/Steve Giberson

# Postcards from

TONY HAWK'S HAS TURNED EXTREME SPORTS INTO A POTENTIAL POT OF GOLD FOR VIDEOGAME MAKERS. WE JOIN THE THRONG OF THE RISK-TAKING MASSIVE, DECENDING ON CALIFORNIA'S X-GAMES IN SEARCH OF THE NEXT BIG THING...



## X-GAMES: THE TRUTH IS OUT THERE!

**T**he X-Games, (or Extreme Games as they used to be known) began six years ago, when US sports TV channel ESPN decided to bring together the world's top alternative sport athletes. Held in Rhode Island in late June

1995, the games were a massive success with 198,000 spectators attending.

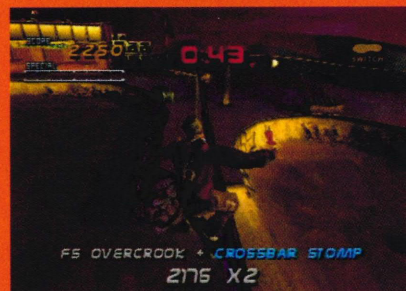
This event was the 10th successive meeting (there have been four winter games with sports such as ice climbing, snowboarding and shovel racing), and was

held in San Francisco from 8 August to 22 August 2000. It was the biggest ever, with more than 300,000 people turning up to see the 275 X-men and women fighting it out for nearly \$1 million in prize money in eight different extreme sports:

aggressive in-line skating, bicycle stunt riding (dirt, vert, street and flatland), moto X, skateboarding (vert and park, vert doubles and best trick), skysurfing, speed climbing, street luge and one of the more unusual hybrids, wakeboarding.



# the edge

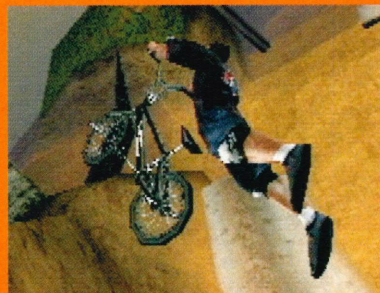


**Tony Hawk's Skateboarding** (top) got the videogame/extreme sports cross-over off to a flying start. Meanwhile, Tony's sequel, **Pro Skater 2** (above) has kept it boiling along nicely and there's more on the way

**F**or years videogames flirted with extreme sports, trying and failing to tap into their edgy, underground image and style. The Commodore 64 computer made the first attempts with the *Summer and Winter Games* titles. Then Sega had a go, with *California Games* on the Master System and Mega Drive. The first to reach the PlayStation was SCE's *ESPN Extreme Games*. Incorporating street luge, skateboarding, in-line skating and mountain biking, *ESPN* was a typically mediocre game sporting a flash licence but with hollow gameplay.

Then, in October 99, everything changed. Activision launched a skateboarding title, developed by Neversoft, bearing the name of the sport's most celebrated hero – Tony Hawk. The impact was stunning. Not only did *Tony Hawk's Skateboarding* get great reviews ("Brilliantly entertaining" 9/10 OPM), it sold like unleaded during a fuel crisis.





**Mat Hoffman's Pro BMX** appropriates the Hawk's engine for BMX larkery

► it seems as if Activision had finally pulled-off the impossible and taken a title based on a niche sport squarely into the mainstream. The difference this time was that Neversoft had approached an extreme sport without merely trying to trade on its cool status, but with the sole intention of making a brilliant game instead. And, boy, did it succeed.

Neversoft's achievement with *Tony Hawk's* opened the floodgates for games such as Take 2's *Thrasher Skate And Destroy* and SCE's *Grind Session*. One year on and extreme sports games have become big money. Activision has already expanded its extreme range with the addition of *Tony Hawk's Pro Skater 2* and *Mat Hoffman's Pro BMX* (see page 90 for our preview). Following its example, Acclaim has signed up BMX star Dave Mirra for *Dave Mirra Freestyle BMX* (see page 32 for our full review and play the coverdisc demo!).

The best games all have certain features in common which are an integral part of bonding extreme sports and videogame into one successful overall package. First and foremost is good gameplay. It seems obvious but, pre-*Hawk's*, gameplay had been conspicuous by its blatant absence.

Level design must reflect the sport's real life environment – in the case of BMXing and skateboarding, pretty much anywhere – but provide plenty of scope for fun at the same time. Also, performing tricks must not only look like the real thing, but should make you feel like you've achieved something special. So pulling stunts should involve a learning ►



**Brannan Johnson** proves that when it comes to wakeboarding (a hybrid of water-skiing, surfing and snowboarding) the sky's the proverbial limit

## WAKEBOARDING

**What Is It?** A combination of water-skiing, surfing and snowboarding, wakeboarding involves boarders being towed behind a boat and pulling off tricks as they fly off the wake (the wave created as a boat moves through water). The boats are weighted down to create larger wakes and competitors use boogie board-style 'wakeboards'. Sometimes the same effect is simulated with boarders being towed by a motorised cable rather than a boat. Still, the overall effect is the same.

### Should It Be A Game?

In its cable form, there are too many limitations, but behind a boat there are real possibilities. The huge number of tricks and trick combos provides plenty of gameplay, and trying to pull them amid a blinding spray with the ever-present threat of drowning and sharks would be a hell of a laugh. The sport is also associated with cool, surf-style, sub-culture providing it with plenty of street cred. The only wakeboarding title set to crash our shores at the moment is *Burstrick*, from JVC.



**Stick around:** JVC's *Burstrick* action-packed wakeboarder should be out in the UK by the time you read this

The game will be divided into two modes, Obstacle and Trick, with 14 aquatic waterways from around the globe. It's due for an imminent release, and we have three copies to give away in this month's competition. Win yourself a copy by turning to page 97.

### Pro On Board

Park Bonifay or Brannan Johnson? (main pic)

### The X-perts Say...

Tony Hawk is positive about the chances, saying wakeboarding "would make a good fit" for a videogame.

### Verdict

Phat Air (Bring it on!)



## SPEED CLIMBING

**What Is It?** Speed climbing involves climbing. Quickly. Artificial walls bulge with vicious overhangs, and are inset with hand-holds sadistically designed to be just out of reach. Often climbers must perform precarious mid-air gymnastics just to grab the next noddle.

### Should it be a game?

It's more exasperating than it is exciting, and without a great deal of creativity it is unlikely that a climbing game would be much fun for anybody other than climbing enthusiasts. Courses would have to be a series of rock faces, and walls that could be made more interesting with the inclusion of differing gradients and challenging overhangs. Perhaps players could be rewarded with the opportunity to climb well-known mountains, like Clint Eastwood going up the face of the Eiger. On the plus side, there's plenty of scope for some major injuries which could (in the right hands) offer gruesome FMV cut scenes. And all that tight-fitting clothing could provide wrestling fans with an alternative source of amusement.

### Pro On Board

Champion speed climber Chris Bloch or Tommy Caldwell (inset, above, left).

### The X-perts Say...

According to Tony Hawk the majority of gamers "wouldn't have the patience" for climbing. We'd have to agree, there are some things that just don't lend themselves well to videogames – *MTV Rockclimbing?* *Wembley Arena Crowd Surfing?* We think not.

### Verdict

Fat Chance

**Filming** for the new run of the *Gladiators* summer season gets under way



## SKY SURFING

**"I can see my house from here. Hold on - is that my wife? Is that the plumber?"**

**W** hat Is It? It was those darn crazy Americans that first came up with the idea of attaching a boogie board to your feet while skydiving, and attempting not to be sick. It has taken 20 years of experimentation, a few fatalities and even more shattered limbs for the sport to reach pro status. In competitions, skysurfing is made more complex as the

ability of the much needed skydiving cameraman (who films the surfer) gets awarded points, so the pair are marked as a team.

### Should It Be A Game?

Skysurfing recently made its gaming debut on PlayStation 2 in Japan. *Sky Surfer*, published by Idea Factory, is expected to be a second quarter release in the UK. Disappointingly, it is more pigeon than Hawk, and illustrates perfectly both the cons as well as the pros that the sport poses in terms of gameplay. There are no rails to grind, no benches to leap, and no traffic to avoid. No matter how much you try, turbulence just ain't all that exciting, dude. If skysurfing is to work then someone's going to have to make those sky levels more interesting.

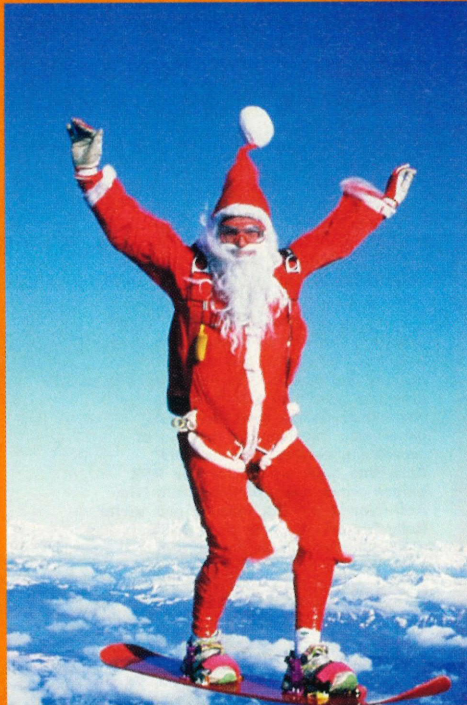
### Pro On Board

Alex Lodice and Eric Fradet (pictured prancing about as Father Christmas on the immediate right-hand side).

### The X-perts Say...

"You're limited to one course: down," says Dave Stahl Tony Hawk's producer. Go figure.

**Verdict**  
Fat Chance



## STREET LUGE

**W** hat Is It? All extreme sports are dangerous, there's no doubt about that, but some are just asking for trouble, and into that category must fall street luge. Originally known as 'butt boarding,' it began when skateboarders starting sitting on their boards and hurling themselves down steep hills. These days the boards, or luges, have become more advanced (ie faster), and although luges wear helmets, protective clothing is limited and broken bones are all too common.

### Should It Be A Game?

As anyone who's seen it can tell you, street luge calls for a great deal of skill, athleticism and a love of hospital food. On an average downhill luge, competitors can reach speeds upwards of 70mph, so we would assume that a combination of *Gran Turismo* and *Sim Hospital* would lend itself to the sport. Ultimately though, luge would have limited appeal, after all, no one's ever tried to make a guided missile sim. And with undoubted good reason.

### Pro On Board

Bob 'The Piranha' Pereya (below) is the only man for the job.

### The X-perts Say...

Shawn Rosen, producer on *Dave Mirra Freestyle BMX*, says: "If street luge was given to the right developer there's nothing to stop it making a good game."

### Verdict

Fat Chance (It's downhill all the way.)

## IN-LINE SKATING

### W hat Is It?

The roots of in-line skating date back to the 1700s when an eccentric Dutchman attempted to simulate the thrill of ice skating during the ice-free summer months. He attached wooden spools on strips of wood to the bottom of his shoes - and the first rollerblade was born. Despite the obvious appeal of all-year skating, the boots didn't catch on and it wasn't until relatively recently that the craze took off.

Aggressive in-line skating, as it is known, developed as skaters took to vert ramps and street courses that had previously

been dominated by skateboarders. Their pitch was already prepared in many respects. So then...

### Should It Be A Game?

As a sport it's on a par with skateboarding, and is equally exciting. As such it lends itself perfectly to a *Tony Hawk's*-style game. Rumours have it that Activision is looking at adding an in-line skating title to its extreme sports range. If so, it would need to give gamers something new à la *Mat Hoffman*, rather than just aping the *Hawk's* engine. A management aspect would be one way.

### Pro On Board

Fabiola da Silva, current X-Games gold medallist or Mat Salerno (below).

### The X-perts Say...

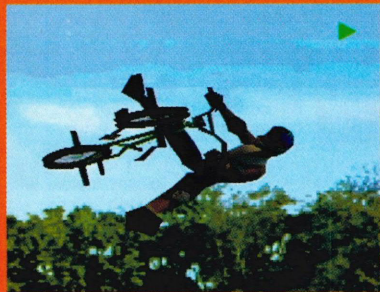
*Mat Hoffman's* producer Brian Brite backs the idea of an in-line skating game with relish: "If there was enough emphasis on the injuries competitors pick up."

### Verdict

Phat Air







**Dave Mirra** Freestyle BMX has bunny-hopped into the mainstream

► curve which reflects their real-life difficulty. Failure is just as important. When your character smears his bleeding face across a concrete bowl, you've got to wince and feel his pain. At the same time, enjoying your own comedy tumbles reduces the frustration factor as that attempted McTwist turns into yet another nose-dive. Finally, every extreme title needs the love of a good pro. A gameplay guru, in effect.

Rather than follow the example of some professional footballers, extreme sports personalities take a real interest in their games. Their expertise injects a game with authenticity, and, of course, a certain amount of credibility (which the marketing departments love).

BMXing and skateboarding are, without doubt, the two biggest extreme sports, and have successfully broken into mainstream culture. But will the other sports be able to follow?

In San Francisco, home of ESPN's *X-Games* we found plenty of fresh meat for voracious extreme sports gamers. At Pier 32, where most of the action takes place, minds were firmly fixed on the competition ahead, but, as our special report shows, many of the hot young turks of extreme sports could soon be competing on PlayStation. ■

## SURFING

**W**hat is it? Like skateboarding, surfing is as much about image as it is about sport. For the majority of the British public, probably something along the lines of Brad from *Neighbours*, on a beach in Hawaii sporting a Magnum P-1 style shirt. And everyone knows what surfing is, thanks to *Baywatch*. **Should It Be A Game?**

Although absent from the X-Games, surfing has its own icons and world championships. The Commodore's *Summer Games* and the arcade/console's *California Games* both featured the sport, but neither did surfing any justice. The main problem is creating believable waves. Some developers believe that only next generation hardware is capable of recreating surfing. Acclaim and Activision have waited for the PS2 before announcing surfing titles (the Activision game will feature pro surfer Kelly Slater). Despite this, Ubi Soft has a PSone surf-title in development, endorsed by boarding legend Jerry Lopez. If the wave problems can be sorted, there is plenty of *Hawk's*-like scope for surfing. Tandem surfing would be perfect for multiplayer, featuring two people on a long board together performing all sorts of acrobatic tricks. Modified *Dance Dance Revolution* mats could provide the pressure pad control and the superb ripple effects in Take 2's *MOHO* would provide a brilliant PSone wave generator. We can see it working!

### Pro On Board

With Jerry Lopez and Kelly Slater already signed up, publishers will have to look a little harder for a star name, Hawaii's Sunny Garcia (right), perhaps?

### The X-perts Say...

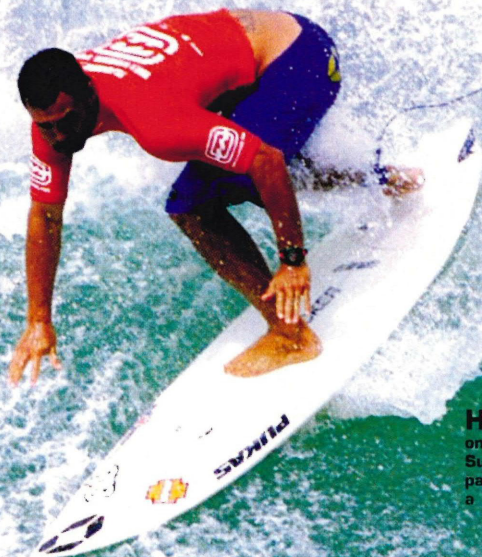
Tony Hawk says, "As an avid surfer, I'm very excited about the Kelly Slater game. I can't wait to see how the waves and water react on such an advanced platform."

### Verdict

Point Break (Looking good.)



**Jerry Lopez** has signed to Ubi Soft for *Jerry Lopez Surf Riders* (or the more streamlined *Surf Riders* in the US)



**Hawaii five** to one. Our money's on Sunny Garcia from the palm tree state to be a featured pro-surfer

## EXTREME IN THE MAINSTREAM?

YOU HAVE BEEN WATCHING...

**T**he future is looking bright for a slew of new extreme games coming to the PlayStation, but with a sequel already in the bag what's next for Tony Hawk? Surely the *Hawk's* name won't be diluted with endless sequels, while every man and his developing dog tries to cash in with their own titles? Perhaps, somewhere in a parallel universe, the Hawkster straddles all game genres like a pixel-bloated behemoth. It's a chilling thought.

### Tony Hawk Online?

With the online capabilities of PlayStation 2, it's no surprise that many developers are thinking ahead in this direction. *Mat Hoffman's* producer, Brian Brite, claims that one day a giant online virtual park will exist where skaters, bikers, and bladers will be able to hang out and show off. *Dave Mirra* producer Shawn Rosen, agrees, "BMX is a community sport, and as far as online gaming goes, we're all over it."

### Tony Hawk's beat 'em up?

This crazy idea is already in the concept stage. Tentatively titled *Extreme Payback*, the "extreme sports beat 'em up" is the brainchild of *Mat Hoffman's* producer Brian Brite, and freestyle BMXer Mike Escamilla. Sporting heroes such as *Mat Hoffman* and *Tony Hawk* use their boards and bikes to beat up school bullies who pick on geeks. Pitched as a mission-based game you, playing the part of your chosen hero, would go to the rescue of high school

nerds and dish out extreme payback on their behalf. "It would be really cool to travel in packs with other extreme sports athletes, à la *Final Fight*, and pummel the jocks," enthuses Brian. *Mat Hoffman*, on the other hand, is not quite so sure. "I'm not much into role-playing or shooting people," he told us. Well even if he's not convinced, it sounds hilarious. Blatant vigilanteism works well on videogames and we'd love to see this one brought completely to life.

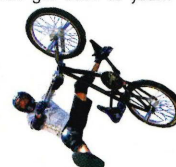
### Tony Hawk's RPG?

*Tony Hawk's* producer Dave Stohl feels that celebs like Tony are reaching a point where their game characters are becoming strong enough to work independently of their sport. As an RPG fan Dave says he would like to see Tony the character in an adventure game. Tony, however, is not convinced and told us he was more focused on skateboarding. He didn't rule the idea out, though. *Legend Of Hawk* anyone?

### Hoffman's fantasy?

We asked *Mat Hoffman* about his fantasies when it came to extreme sports - this is the only one we could print. "It would be pretty cool to do a virtual game where you wear virtual goggles and sit on a bike attached to a hydraulic base. Then the bike simulates the moves you do in the game with the sensors on the bike controlling the game. It would probably take some bucks to make. There are similar games I've seen at arcades for skate and

motocross, but nothing really that cool or real. I have played a virtual skydive machine that was pretty good." OK Mat, we'll get back to you...



**Hoffman (above)** "Chicks dig scars," he says. Reason enough to face death on a daily basis?



## How does it feel to top your sport?

Well, if you were to have asked me that two years ago it wouldn't have been all that big a deal for me, because I've been riding competitively at the top of my sport for over 15 years, but I had to take time off because of injuries, and it was one of the hardest battles of my career to get back to the top. So it feels very satisfying, and I have a whole new respect for what it takes to get right back here.

## What got you into BMX?

I wasn't really good at following rules, and bicycle freestyle was a sport that I could adapt the rules to my personality and not vice versa. The idea of being able to make the rules up as I went along is what initially got me right into it.

## Why did you want your own game?

The main reason was to have something that was visually so close to the real thing that I could ride virtually when I'm 80 years old. It kind of immortalises the sport in a very real way for me.

## How much do you play the game yourself?

As much as I can. I'm trying to adapt an emulator to my game, so I can play the builds on my laptop while travelling. So far, I can't get the buttons to line up, but soon it will be my on-road companion!

## How have you been involved with the game?

Activision's producer, Brian Bright, builds it and I play it and give all my suggestions on how to make it more real and fun. Then Brian goes crazy and brings all the stuff they learned from Tony's (Hawk) game into it along with my suggestions and send me another tester. Then we meet and I bring my bike to do the tricks how I want them represented, and they implement them. We keep going round and round until we have a kick ass game!

## What have you had to change about the game because it was unrealistic or wrong?

In the pre-builds we have to use a lot of imagination because there are details that weren't in the first models, but are planned to be programmed in to the final. Most of the stuff would be like 'my front end needs to drop when I roll into a vert ramp' and they would already be working on that, so there really hasn't been much. I noticed my arm stays in socket when I crash (!) and this usually doesn't happen in real life, so

that isn't very realistic, but I like the fantasy element of it.

## Can you do all the tricks in the game?

Next question... just kidding. No I can't do a double back flip tailwhip barspin with a late decade air in, but I can do it on the game. I tried to keep up with the first three builds of the game but lost miserably. I can do all the individual tricks in the game, but you can link them in a way that is pure fantasy. I do them all in my dreams, though.

## Does it inspire you to perform new tricks?

It's a good way for me to get ideas for new tricks, and I guess I'm a kid, or am I? I always get confused... I guess I'm a kid if I still get yelled at by cops for street riding, but am I a kid if I'm older than the cops yelling at me? It's a confusing subject!

## What tricks would you like to include in the game that you can't perform yourself?

There are no tricks in it that I can't do, it's just the ability to link the tricks that I don't have. I added one trick that I can't do and that's slam and never get hurt!

## What's the worst injury you've had?

It was probably a head injury, but I really can't remember...

## What equipment would you recommend for wannabe BMXers?

I make my own line of bikes called Hoffman Bikes, and I make exactly what I would have wished was available to me when I was getting into BMX. So, I'd have to say check my bikes out at [hoffmanbikes.com](http://hoffmanbikes.com).

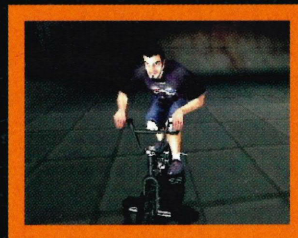
## What do you most admire about your sport and why?

Name: Mat Hoffman  
Age: 27  
From: Oklahoma City, OK  
Team: Hoffman Bikes

Winner of nine world championships, Mat Hoffman is acclaimed by all on the ESPN channel as the leading name in BMX freestyling. Founder and owner of big name manufacturer Hoffman Bikes, the hardcore Hoffman Bikes Factory Team and Exhibit Clothing, he's not just the world's best bicycle stunt pro rider, but that's the main reason why you're going to be playing the BMX game with his name plastered all over it. All clear? Let's begin.

# Mat Hoffman

IMPOSSIBLE STUNTAGE AND STREET HASSLE RUBS  
ARCHED SHOULDERS WITH ACROBATIC FANTASY  
WISH-FULFILMENT AND CRAZY FREAKIN' BIKERS



Type: BMX simulator  
Release Date: Summer 2001  
Publisher: Activision  
Developer: Runecraft

Just as Tony Hawk's Skateboarding demonstrated, street sports can make fine videogames. Now Activision is hoping that Freestyle BMX will be next to follow suit.

The game has a headstart over its competitors, thanks to the fact that it uses the Tony Hawk's 2 engine, but we're pretty certain that Mat is going to be much more than just a Tony on bikes. For starters, each rider has been motion-captured doing all manner of crazy BMX tricks so that each individual stunt will look much more

realistic in the game. There'll be loads of different tricks to master too (see our video preview on the disc), some of which would be impossible in real life, so there's plenty of air action. All of the tricks and combos are pretty simple to execute too, thanks to an easy to understand control system.

However, it's in the 'other options' department that Mat Hoffman really gets bigger air than the rest of the bunch, because not only is there a funky track editor (so that you can design your very own parks to cycle in) but there's also an excellent career mode to get your teeth into too.

In the Career Mode, all you have to do is cycle in the levels of your choice, amassing as many points as you can. Points mean cash, and cash gives you the chance to improve your steed and make wads more. (see page 90.)

I like the fact that it gives you 100 per cent creative ability and the freedom to do whatever you want, and I think that should be practised in everything.

## How do you foresee your game increasing the profile of the real-life sport?

It exposes our sport to people who may may never have had the opportunity to be exposed to it, and it will propose the idea of using your athletic ability to do something a little bit different.

## What has been the highlight of your career so far?

This is a pretty good one, but it's hard to pick one defining moment that was a

highlight. When I made up and pulled some of my bigger tricks, like the flair in 1991, or the 900 in 1989, or the 27-foot air in 1992... it's hard to say. I did a run yesterday that I'm pretty stoked on.

## If you weren't BMXing what would you do for a job?

Hmmmm... If I couldn't do something physical, I'd probably do something with gadgets... I love gadgets. I do a lot of stuff with television now, purely so I can play with as many gadgets as possible. I produce, direct, edit and host a TV show called Crazy Freakin' Bikers that airs on ESPN and ESPN 2 [cable TV channels in America]. So I'd probably do more things like that... or be a spaceman.



# REVIEW





#### FACTFILE

■ PUBLISHER	Electronic Arts
■ DEVELOPER	In-house
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One to four

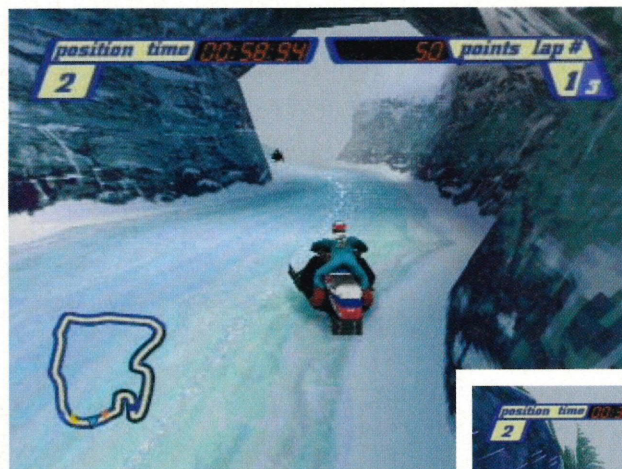
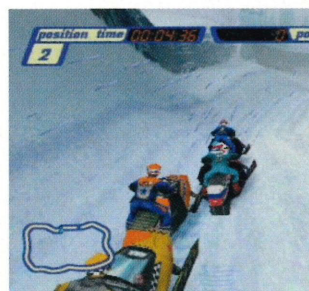
# Sled storm

SKIDOO RACERS DON'T COME WITH AS MUCH MANIC ENERGY AS EA'S BACK-BREAKING ROCKET RIDER. LATE NIGHT AFTER THE PUB FOUR-PLAYER SESSIONS WERE JUST MADE FOR THIS...





Each rider has different strengths. Upgrade your snowmobile to suit your driving style, it's as simple as that



Plenty of big jumps must be judged correctly while the ice gives zero traction



Feel every rut and drift with Dual Shock. Get the landing wrong and you'll end up picking the skids out of your battered nethers



'SPEEDING THROUGH THE SNOW IN A HUNDRED KPH SLEIGH' WOULD BE A TERRIBLE SONG LYRIC, SO JUST HOW DOES IT SHAPE UP IN REAL LIFE?



# Sled Storm

Racers twist and bounce, causing the engines to rev wildly



IF YOU LIKE THIS THEN LOOK AT...

COOL BOARDERS 2 (OPM29 8/10)  
Detailed sports sim, super-cool arcade racer and wish-fulfilment per excellence

**S**pecial agent 007 looks back. The goons have shot away his skis and ski poles until he's virtually sliding on his patent leather brogues. But wait! An Evil Man is snowmobiling this-a-way! One clothesline and garrotted henchman later and it's time for an electric toboggan chase sequence, starring a totally un-Bond-like stunt double.

*Sled Storm* offers no such get out clause. It gives you a simple choice – either be the bloke out in front riding like the wind or end up impaled halfway up some knotty pine tree.

EA's latest racer gets its thrill power from the same source as classics such as *Wip3out* and *Colin McRae Rally*, forcing you to travel very fast on an almost frictionless surface. It seems anticipation is everything. See a corner

too late and you'll end up with a face full of rock wall, but twist yourself in mid-air ready to take a bend and you'll scrape tenths off your lap time. Unlike the race-alone *McRae*, however, *Sled Storm* provides three fellow riders to help you into a snowdrift. Not that you need much assistance because, after the forgiving nature of the first four tracks, the next batch are like Hell frozen over. You'll need every ounce of turn to make it around the powder packed hairpins, ice-filled gulleys and rutted right-handers. As in a motorbike game you actually see your rider lean over on the harder turns – the animation is superb as the sleds twist and bounce about, exposing their skids or causing the engine to rev wildly as the rear track flails wildly and eats air.

*Sled Storm* has more in common with driving than snowboard games, as you

race laps – handy for finding those shortcuts and upgrading your machine. Each rider has different abilities and these can be enhanced by buying the right kit. There are cutter treads to give you more grip in deep powder, quick start transmissions and pipes to ramp up your horsepower. Plug in a Dual Shock and you get to dread every rut, punch through every drift and get to plan exactly where to place your skids after every jump.

However, it flags slightly on the final stretch and doesn't have enough courses or hard enough AI opponents to be *Gran Turismo* on ice. (Even if the multiplayer mode rocks.) Neither is there a half pipe to exploit the tricks on offer and running over rabbits is only funny for so long. It does however, manage to take classic racing gameplay out on the piste. ■

Pete Wilton

OFFICIAL UK  
**PlayStation**  
Magazine

VERDICT

■ GRAPHICS	Brilliant animation and effects	8	■ OVERALL	Cooler than Steve McQueen in a fridge, <i>Sled Storm</i> is a cheeky cocktail of jumps, short-cuts and tricks – with ice. Unpretentious and highly playable with an absolutely corking four-player mode to boot
■ GAMEPLAY	Finely-tuned slip-sliding	8		
■ LIFESPAN	Not quite big or hard enough	7		

8

OUT OF 10



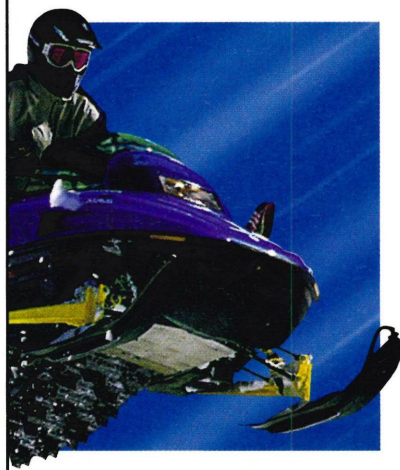
# SLED STORM TIPS

## RACING POINTERS

Congratulations on purchasing the all new BGE09 snow mobile. By taking a few minutes to read the following instructions, the machine is guaranteed to provide years of enjoyable racing through those dunes and drifts.

- Don't ever bother letting your finger off the accelerator. All the corners can be taken at top whack, slowing down is for wimps.
- If your flying through the air on your bike, and it looks like landing somewhere you don't want it too, take these precautions. Press down, to point the nose into the floor, and send the vehicle crashing downward to the ground.
- Try to keep some variety in those tricks, as repeating a stunt will make your score plummet. Just keep alternating the moves to secure a higher score.
- Smashing up the signs around the track is worth 50 points per go. It's a useful way to score some extra points. But it's nowhere near as valuable as taking out those darling fluffy little bunnies, which are worth 7500 points.

**"Take out fluffy little bunnies for 7500 points each"**



RELIEVE THE TENSION OF CONSTANT CRUSHING RACE DEFEATS WITH OUR SOOTHING HEALING BALM OF ACROBATIC ADVICE

## HOW TO RACK UP MASSIVE SCORES (WITH STYLE)



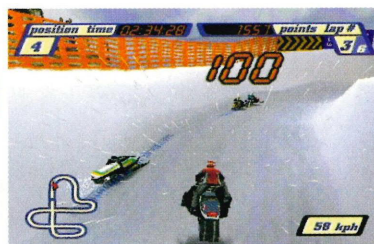
Single No Handers:  $\square + \downarrow$  (25 Points)



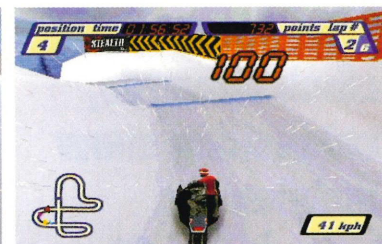
Look Back In Anger:  $\square + \uparrow$  (170 Points)



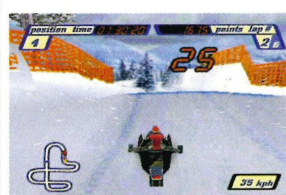
No Footer:  $\square + \uparrow$  (150 points)



Single Can-Can:  $\square + \downarrow, \leftarrow$  (250 points)



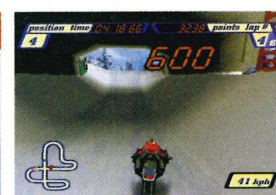
Nac Nac:  $\square + \rightarrow, \downarrow$  (300 points)



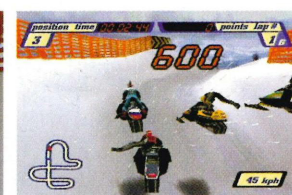
Heel Clicker:  $\square + \leftarrow, \downarrow$  (400 points)



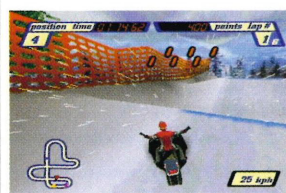
One Footed Can-Can One Handers:  $\square + \swarrow$  (600 points)



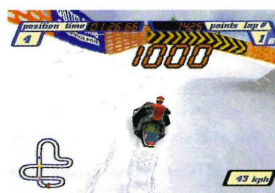
Recliner:  $\square + \searrow$  (600 points)



Indian Air:  $\square + \nearrow, \searrow$  (600 points)



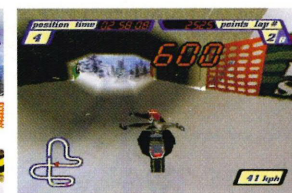
Saran Wrap:  $\square + \swarrow, \downarrow$  (600 points)



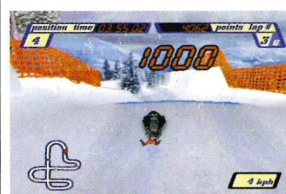
Decade:  $\square + \swarrow, \downarrow, \swarrow$  (1000 points)



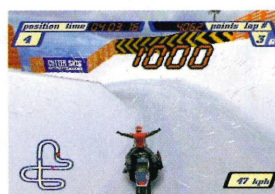
Parallel Can Can:  $\square + \leftarrow, \rightarrow$  (1000 points)



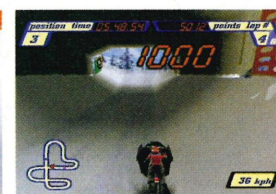
Can Can:  $\square + \rightarrow, \leftarrow$  (600 points)



Nose Dive No Handers:  $\square + \searrow$  (600 points)



Nothing:  $\square + \nearrow, \rightarrow$  (1000 points)



One Handed Superman:  $\square + \searrow, \rightarrow$  (1000 points)



Backflip:  $\square + \square$  then  $\searrow, \uparrow, \nearrow$  (1500 points)





# DISCONTENTS

GUN THE SKIDOO AND RIDE SILLY YOURSELF UNTIL THE SPEEDO'S IN THE RED ON OUR DEMO!

**S**upposedly the Inuits have over 200 words for snow. They have a term for the light powdery stuff that gets inside your boots and soaks your socks, and another for the frozen compacted crystals that send the postman flying. Strangely enough, however, they only have one word for: "Watch out there is a maniac on a snow mobile." A word that translates into almost every language, it sounds something like: "Aaargh!" Makes sense, really.

## CONTROLS

- ⊗ Accelerate
- Ⓢ Brake
- L2 + R2 Stunts
- + D-pad



## THE TRICKS

Besides battling ski-to-ski for places with the other racers, humiliate inferior competitors by performing brilliantly clever stunts mid air. In the full game the points scored can be converted into racing upgrades, but here these bad boys are just for fun. So, as you race up to a bump or bend, hold down either L2 or R2 and hit a direction to pull off a stunt worthy of Tony Hawk himself. But it's not only at the ramps where tricks can be scored. Any time a lump chunks the sled in the air is an opportunity to get stunting, and so long as you land it, you'll score. Now you know that, it's time to try and match our best move – the Backflip – worth a stunning 15000 points.



**"The secret paths climb upwards, catapulting snow mobiles and riders ahead"**



**Spiders required.** With up to six buttons to hit at one time, squeezing out some of the harder stunts is more demanding than Jennifer Lopez, allegedly

**No Handers** are about the easiest trick to pull off and, despite your best efforts to try for something far more complex, you'll keep doing them. Remember, though, variety is the spice of life, and it rules the scoreboard



**It looks** like a nasty accident, but it's really the famous backflip in action

## START TO FINISH

Once your Mum has ruined that, oh so carefully carved-out, king of cool snowboarder look, by making you wear that bobble hat, get out on the cold stuff. Once there, the three other racers will be keen to serve up facefuls of the freshest snow possible, on the two refrigerated racetracks. So nail open the throttle, wrap up warm, try to stay cool and perfect your race with our tips.



Choosing both the racer and the course is a simple affair. Jay's the undisputed king of the air and Tracy's a deft deckside diva



With the race ready to start, hold down ⊗ so that you'll be off as soon as the lights change. North Pole position, so to speak



Go! As soon as you're off, sneakily steer into the middle of the track to block the other mobiles behind you. Cheeky!

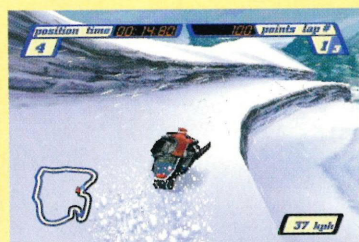


It's nice and stylish to throw in the odd trick, but if you want to win, and stay out of trouble, it's a bit of an unnecessary risk



## UP HILL, DOWN DALE

If you are wondering why it seems that the other racers always wipe the floor with your expensively clad Gore-Tex padded hide, it's because of the short-cuts. Rather than hidden caves, tunnels or tracks, these secret paths form small ledges that climb upwards, catapulting snow mobiles and riders ahead of their less observant (or more scrupulous) opponents. The second track is loaded with the kind of routes which don't just save you valuable seconds but, can make the difference between victory and defeat. If you want some more clues as to where they are, just look at those other cheating tykes.



**If you feel flash** then these chilled paths offer a chance for trickery



**It is a long** way down, but the route over the mountain saves seconds



**Watch out** for these nasty chaps, who will try and shove you off



**Be careful** leaping off the edge of the first short-cut on the second track. Get too close to the right and that wall of rock up ahead will crush you

## BUNNY BASHING



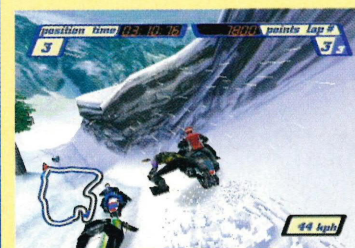
**Bright eyes** just make it easier to pick out these little bunnies against the frozen tundra. Aim for them



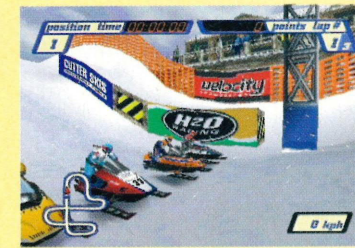
**Fifty points** is better than a poke in the eye with a sharp stick



**Just so long** as you don't get any splinters from the crash



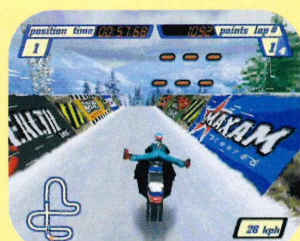
**Falling off** might be worth a laugh, but squished players aren't



**The bunny** lurks just beyond the first slope. Race the others to bag it!



Just making one simple mistake, is often enough to suddenly see everyone rushing past, leaving you with a face full of snow



Finally, once back in front, it's time to start showing off by performing a few tricks. Take care or it may cost the lead



Oh no! Success goes to Tracy's vain little head. She wipes out, after trying a Superman from the top of a tiny mole-hill of a jump



With jostling this close, it's not all that difficult for the other adrenalized racers to quickly claim back those lost places



Finally, a win! The points might not be record breaking, but that can be sorted out next time. Go on, revel and enjoy the moment



# REVIEW





#### FACTFILE

■ PUBLISHER	Crave
■ DEVELOPER	UDS Sports
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One to two

# SLIM CROSSES

## CHAMPIONSHIP RACING

OODLES OF FUN AND SLICKER THAN AN EEL IN A WET SUIT, THIS IS ONE SPORTS RACER SURE TO BRING OUT THE HOOLIGAN IN ANYONE ON A PAIR OF TURBO-CHARGED SKIS. ACE FUN ON ANY KIND OF SNOW, EVEN THE MISPELT VARIETY





**Beating rivals** is best achieved by tactically following a perfect racing line, incur too much damage though and you'll be out of cash to fix your sled



**Compete to upgrade your vehicle and edit the tracks in a game high on thrills, spills and of course the odd rogue skidmark**

SCORES LOW FOR SPELLING, BUT GETS A GAMEPLAY A+



# Sno Cross Championship Racing

“Boasts that swish combination of speed and smooth handling”



**IF YOU LIKE THIS THEN LOOK AT...**

**SLED STORM**

(OPMS 18/10)  
Speedy snowmobile-racer that manages to take classic racing gameplay on to the piste

**S**nowcross! It's like motocross. But with snow. The premise is simple: take a couple of skis, bolt on a caterpillar track and race-tuned 500cc engine and find someone unhinged enough to ride said contraption at breakneck speed across hard-packed snow and ice. Brilliant!

And like most motorsports, it's a great subject matter for a videogame. *Sno Cross Championship Racing* boasts that swish combination of tangible speed and smooth handling that you look for, but so rarely find in racing games, and this is one of its greatest strengths. The feel of the machines are intuitive and familiar. It's the kind of game you can just pick up and play, without the need for stacks of practice or lengthy tutorials.

Given its snow-based nature, the whole thing's a bit like a rally game –

you're constantly dancing on that delicate line between grip and slip. Fortunately, the tracks are wide enough to give you a bit of leeway with your sideways movement, so it's quite forgiving in this respect. Dropping the anchors doesn't make you skid too badly either, which is a surprise, given the nature of the beast. You'd expect the back-end to flip out wildly with a bit of over-zealous braking.

It all adds up to a pretty playable package, and one that leaves you with the feeling that you really are in control, despite the almost constant slippage. It's no easy ride, though. Quite the opposite in fact – it's actually very difficult to progress through the different cups. You have to ride a nigh-on perfect line to beat the other competitors, and there's no option to hike the difficulty level down. The courses tend to be pretty

bumpy, so there's plenty of airborne fun to be had. Pressing the 'Trick' button while using the directional pad pulls off stunts, which gain you extra points. Landing safely is an art in itself, though. If you hit the ground at a queer angle, you'll come a-cropper and lose places as the other riders, who are never very far behind, plough straight past you.

It's sad to have to criticise a game for being too hard, but *Sno Cross* leaves you very little margin for error and isn't as fun as it could have been. Take the upgrade options offered after each race – you don't quite get enough cash from a race to cover anything more than repairs or a minor upgrade, and then you're back into the racing again, which is never easy. As it stands, *Sno Cross* is a good game but misses being a great one by a whisker. ■

Al Bickham

OFFICIAL UK  
**PlayStation Magazine**

**VERDICT**

■ GRAPHICS

Sharp and defined and the tracks look superb **8**

■ GAMEPLAY

Feels great, but a bit on the tricky side **8**

■ LIFESPAN

You'll tire of it before you finish it **7**

■ OVERALL

A slick, fun, and well-presented racer that knocks along at a fair old pace, but suffers a little for its difficulty. Well worth a look, but needs a little more perseverance than the best in the genre

**8**

OUT OF 10



It's here



The only official  
PlayStation 2 magazine  
and the only one with  
a playable demo disc



# SNO CROSS CHAMPIONSHIP TIPS

EXORCISE THE DEMONS OF LAST PLACE WITH A STIFF, SWIFT SWIG OF KNOWLEDGE FROM OUR BRIMMING BOTTLE OF EXPERTISE

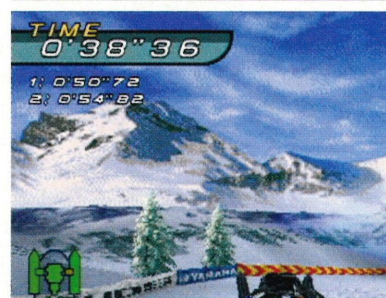


## THE OPPOSITION

The three other racers are serious sled-fiends who are driven by a desire to stuff wet snow in their competitors padded suits, while beating them into submission on the track at the same time. In short, they're nasty people. So, of course you want to beat them. The virtuous of soul simply try to be better, relying on speed of thought, dextrous thumbs and raw ability to steal the podium places. The rest of us will be ready to bump, nudge and slam them into any walls that happen along the way. But be careful, for sled-bound combat is a dangerous game which often ends up in locking skis with your victim and being dragged from the path to victory into a corner, while the others race on to success.

## CONTROL

The analogue stick on a Dual Shock pad offers the maximum amount of control over your sled. With it switched on, cornering becomes a doddle as you quickly flick from lock to lock, gunning the engine through every bend. With  $\otimes$  still controlling the acceleration, there's no complex second stick action to worry about either. Unfortunately, trying to perform a trick with an analogue stick is about as difficult as giving an explanation of subtle make-up to Marilyn Manson. So even attempting a Seat Spank will see you finding out just how waterproof that ski-suit is, when you take a long slide on your padded posterior. So remember this rule, for racing wins choose sticks, for tricks go with the pad.



## TURNING

Handling these tracked snow-crunchers isn't the casual affair that cornering in a Ford Escort is. In fact, steering a power-sled is more akin to grappling with a hovercraft on ball-bearings. Turn to the left, and it takes an age for the beast to lunge sideways. Make a turn to the right, and there's plenty of time to check your watch before the lateral motion kicks in. Avoid all of this by following our cornering masterclass, and get your top times on the board.



On approaching the bend, be sure to take a wide position while trying to stay within the lines of the actual race track



Unless the corner's extremely sharp, keep the throttle wide open as the power will help pull you through the bend



Exaggerate the corner, pointing the nose of the sled into the middle and keep the power on, so that you start to slide outwards while turning inwards



Just after halfway around the bend, start pulling the steering back towards the centre so that the sled straightens out and you don't end up in a crumpled heap



## CIRCUIT TRAINING



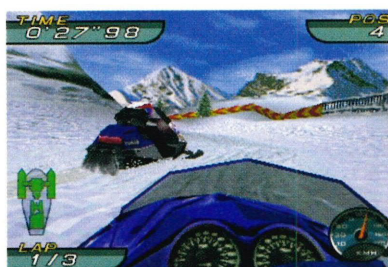
Starting is a simple matter of hammering down the throttle and tearing off the line. It's after this that things start to get that little bit more complex



Turn by taking a jaunt across to the track's right-hand side. Don't worry about the lamp posts, just keep the throttle open and swing hard to the left



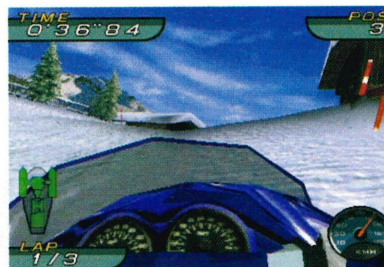
Follow the hill as it climbs steeply towards the pinnacle. Try to stay in the centre as there's a tighter section at the top, which sneaks up on you soon after you head over the crest



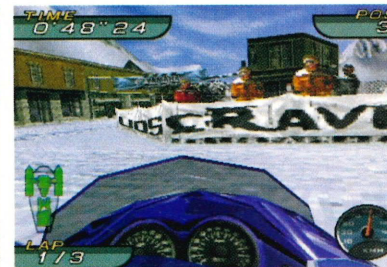
Keep to the left side of the track while racing down past the cable car station, so that you are in the middle when the peak arrives. Staying too far to the left will result in the sled ending up in the barrier



Try to avoid clipping the inside wall as the track plunges through to the valley floor. The other racers will be taking a wider angle, but you can go for another line which follows the track at the bottom



Tear through the lowest part of the track and storm past these huts, as this is the flattest route through this section. Drop slightly to the right towards the end and get ready for the sharp turn on the left



Race back towards the village at top whack, taking a wide line to give as much cornering space as possible through the 90° turns. Turning early means there's no need to brake or lift off the throttle at all

## THE TRICKS

So, since winning will be second nature by now, and every race should result in a resounding victory, it seems like the perfect occasion for a little touch of showboating. After all, there's always time for a touch of grandstanding and generally lauding it up in front of those who are too often the source of humiliating defeats. Try one of the following stunts, gracefully catch some air and take joy in rubbing the opposition's noses in it, all at the same time.

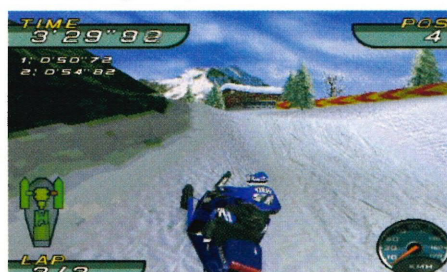
First, you'll need to find somewhere to launch the sled into the sky. There aren't many places to do this, and easily the best option is the large ramp on the first big descent. Drive straight down towards the lip and throw yourself off while hitting the required buttons. The easiest move to pull off is the Seat Spank, as this camp stunt can virtually be performed on the flat. The Fist requires plenty of air, however, so try whichever one you like the most, there aren't any points at stake, mind.



Seat Spank: **⊙ + →**



No Hands: **⊙ + ↓**



Fist: **⊙ + ↑**



## THE LANDING

Being able to pull off a sneaky No Hand with a cheeky Seat Spank at the end might well impress some people. However, those admiring glances can, and all too often do, turn into gales of humiliating laughter unless you actually manage to land the skidoo properly. So to avoid embarrassment, perfect the art of landing and make sure that you stay firmly acquainted with the seat of your sled, follow these handy helpful tips. It's crucial to land with both skis touching down at the same time, so use **↑** and **↓** to balance out the leap and ensure that the front and rear of the sled touch the powder simultaneously. This is for a good reason. Being too-nose heavy results in being catapulted face-first into the white stuff. If the back touches down first, however, then it's a trip down the piste on your bruised behind.





# DISCONTENTS

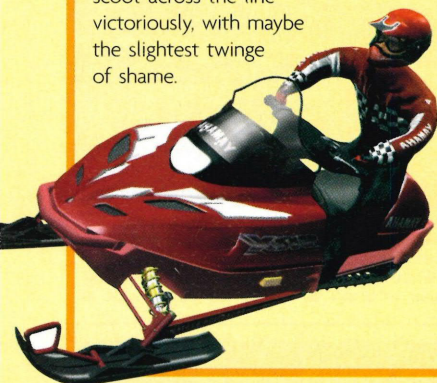
## KNEEL BEFORE THE PRINCE OF THE POWDER, THE SIRE OF SNOW AND THE PISTE'S HIGH PRIEST

**R**eady to feel your eyeballs being squashed back in their sockets? Want to go on the greatest white knuckle ride since the brakes failed on your roller blades while travelling downhill? Well, we've gone one better with *Sno Cross Championship Racing*, the greatest adrenaline hit since playing three mates in

*Sled Storm* at five in the morning. So let's get busy. *Sno Cross* has three laps of snow-sliding, powder-pounding action, complete with evil opponents, vicious bends and sumptuous scenery. It's time to zip up that anorak, don the gloves and goggles and get down to the start line. Things are about to get slushy but in a good way.

### WILL TO WIN

Don't think too much about the morality of this one, as some people might think it is cheating. However, if the desire to win is there, then here's an almost surefire method for success. Keep up with the leader until the final lap, then as the last few bends draw into view, pile into numero uno, knocking him off his sled and out of the race. With the track clear, you can scoot across the line victoriously, with maybe the slightest twinge of shame.



### CONTROLS

- ⊗ Accelerate
- △ Change view
- ⊙ Brake
- ⬅ Trick
- ⬆ Lean Forward
- ⬇ Lean Backward
- ⬅ Look Back
- START Pause



### START TO FINISH

Tension is high as you join us today for the 'around the ski-lifts and down the hill' race. Three of today's competitors have been in training for months and are now preparing for this prestigious event. But there seems to be one racer who has only started today, and has even asked: "Where are the controls?" So let's now go track-side and watch the action unfold.



**Bumping an opponent** here is a risky business. You might well knock them into a wall, but it's more likely to end up with the others racing past you instead



**Bob and weave** across the road to block anyone attempting to pass you



**Catch them in** a corner, at the start or finish, to make life easier



**Ariel accidents** are even harder to pull off, but watch the sled-slammer fly

### TIME IS ON MY SIDE

Think you're pretty nifty? Able to complete three laps in less time than it takes to make a cup of tea? Well, so can we. But more importantly can you match our top times? Our fastest lap, so far, is an impressive 43.16 and our quickest total time for all three laps is a mere 2'12"26. So if you think you can beat that, get right down to it.



**Lap one is** always the slowest, so take the opportunity to get ahead



**A clear track** means better visibility and more chances to rip it up

**"Pile into the leader, knock him off his sled and out of the race"**



With the other racers all ready to go, and the clock counting down, it's time to floor the throttle and hold on tight



A flawless start leads to an early lead through the first bend and up the hill. All we have to do now is hold on for three laps



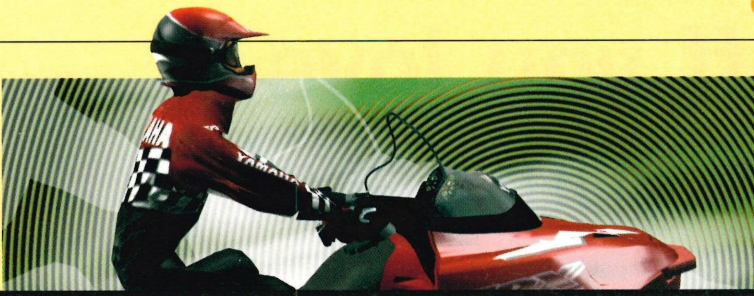
One mistake and suddenly we're down to third place. Luckily there is plenty of time left to climb back up the leader board



A disappointing first lap performance, means that there is even more work to do the last two times round the course



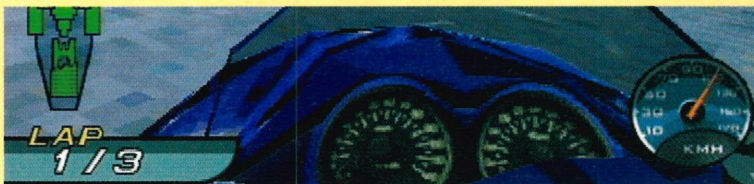
# Sno Cross Championship



**Stick to the flat**, as too many steep slopes will sap your speed



**Just one accident** and you can write off your chances of winning



**It's a shame** that the dials on the real dashboard don't dance about like the on-screen one. But what are you doing looking there anyway? Keep watching the road



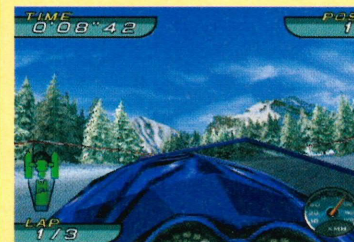
**Bumping into the** odd wall doesn't take too much time off, but don't make a habit of these little accidents, as damaging the sled hinders performance



**The little green** snow mobile on the left indicates the level of damage to your sled. The worst state we achieved was ruining the engine so that we couldn't top 30mph

## FASTER THAN A SPEEDING BULLET

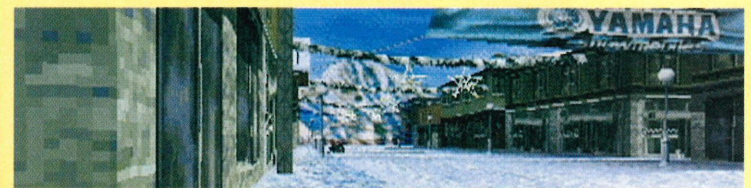
Feel the need for speed? Crave the excitement of the wind rushing through your bobble hat? *Sno Cross* is faster than a scandal-hit politician diving for cover. But if you want to maximise that hit of pure power, forget that pretty 'chase' view and press **A** to switch the view to 'nose' mode. Without all those instruments blocking your view, it is just you, the powder and enough high speed action to even make F1 tot Jensen Button reach for the motion sickness pills.



**Who cares if** you can't see a thing in the air, just feel the speed



**It's hard to** handle a sled when you can't see where the nose points



**Not only does** everything seem much faster, it all looks better too. See that sled up ahead? You wouldn't be able to without being in this mode



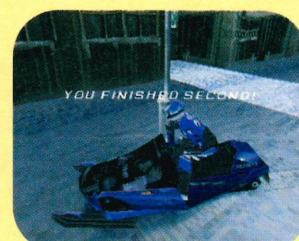
Somewhere ahead, one of the other racers has slipped up and the wayward rider is now stuck there as we speed past



Two down and only one to go. The leader must be just round the next bend, after which first place will be ours. Victory nears



Switching to first person mode, we try and squeeze every last ounce of horse power out of our snow steed's screaming engine



As we tear into the final corner, we can see him waiting for us. Second place is good, but winning would've have been much better



After a disappointment like that, there is only one possible solution. Get straight back out there and have another go



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Sport for all

# Keeping it real

IT ALL LOOKS SO EASY ON-SCREEN, BUT IN REAL LIFE IT'S MUCH MORE DIFFICULT. RICH AND ALEX DO THE HARD WORK SO YOU DON'T HAVE TO, ON A DAY TRIP TO TAMWORTH'S SNOWDOME...



# Snowboarding

THROW HIGH FIVES, START CALLING EVERYBODY DUDE AND BUY YOURSELF A RIDICULOUS MULTI-COLOURED BEANIE!



**O**ne minute I'm fast asleep tucked-up in bed, the next I'm boarding the 6.03am train from Bristol. For a late riser, who's used to rolling out of bed at half past eight in the morning, getting up at this ungodly hour comes as a real system shock. However, just before I've finished moaning, my bizarrely punctual train arrives at its destination, Tamworth. A land where winter never ends, well inside its Snowdome at least. Once suited-up, I'm soon legging it up the slopes of the indoor Matterhorn like a giant husky, full of anticipation and ready to breach the virgin snow. I slide. There's a lump in my throat...



## THE PRO



**THE BEST BOARDER IN BRUM TEACHES RICH ALL HE NEEDS TO KNOW**

Name: John Nester

Disciplines: Snow and wakeboarding plus mountain biking

**How long have they been involved in the sport?**

It's been over four years now

**What's your favourite extreme sport?**

Snowboarding, definitely

**What's been your finest extreme sporting moment?**

Last May I was invited to test a load of new boards over in Austria. The weather was perfect with ideal powder conditions. There were a few jumps and a really good half-pipe. So I got the chance to do a bit of everything!

**What's was your worst extreme sporting moment?**

Breaking my knee or giving myself concussion while jumping. Both of these were pretty painful

**In his own words**

"Snowboarding's all about the places you go and the feelings it gives you. There's nothing else that really compares to making big turns in freshly powdered snow and I get to do it all day long!"

**How did I do?**

Very well. You picked up the skills quickly and you weren't afraid to push forward as you progressed



Initially, this is how you'll spend a lot of your time. Don't worry, it gets easier. Honest, after all would I lie to you?



It may not look much, but getting your edge slips sorted are the building blocks on which all snowboarding is based



That was heel edge and now it's toe edge. This may look very simple but sliding backwards down a mountain can be tricky



Once you've mastered the edges it's time to try some turns. The difficulty level rises and falling over starts in earnest



Linking toe and heel-edged turns is now the order of the day. Note my impressive arm shapes and mostly verticle stance



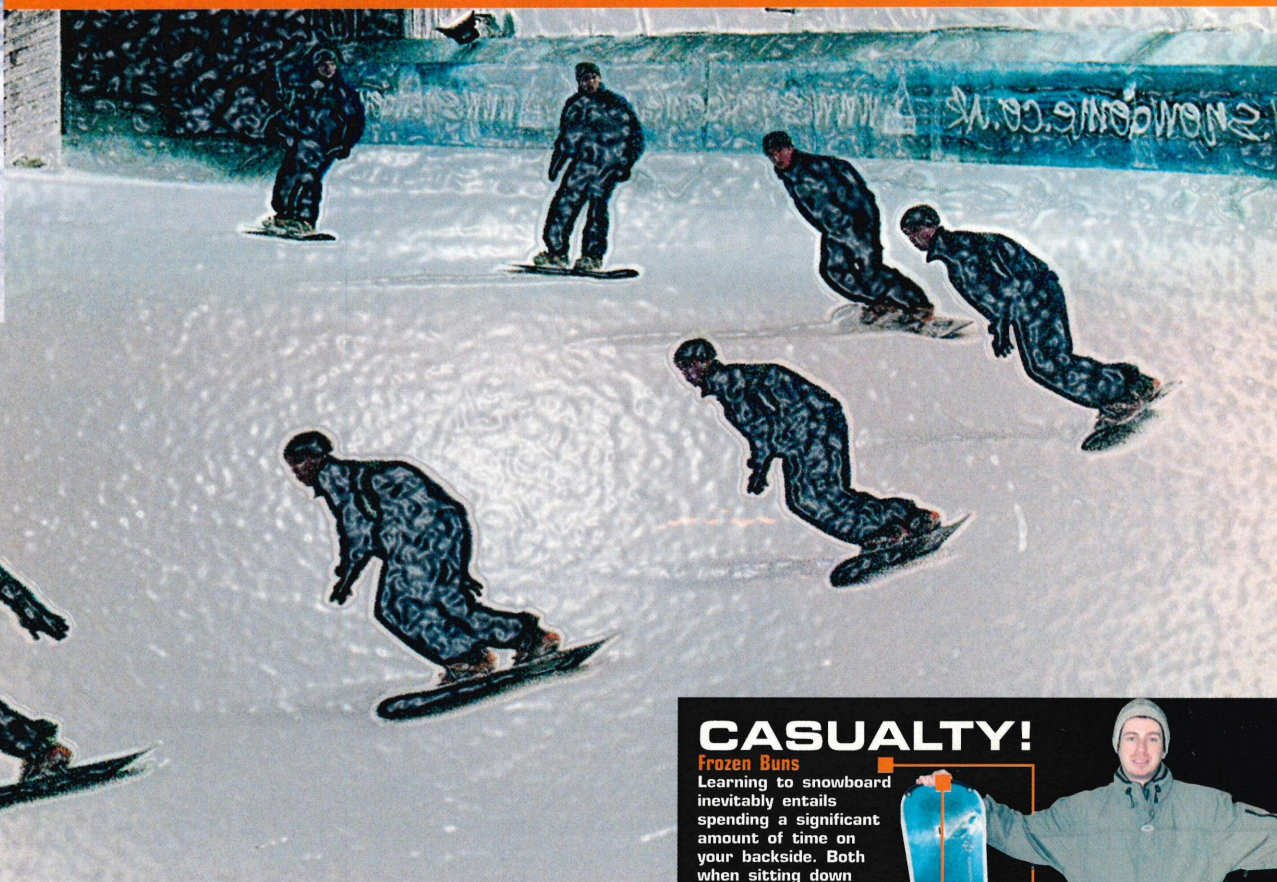
Bruising my body and ego seems to have paid off as somehow I seem to be able to snowboard. Next stop the Alps! Taxi!

**"Once suited-up, I'm soon legging it up the slopes of the indoor Matterhorn like a giant husky!"**



## SPORTING SNAPSHOT

WATCH THE GRACEFUL FORM OF RESIDENT POWDER-HOUND AND PROFESSIONAL SNOWBOARD INSTRUCTOR, JOHN NESTER AS HE CARVES ANOTHER MASSIVE TURN



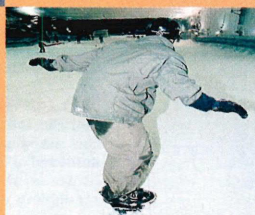
"Big sweeping carved splattering turns in fresh powder is what real snowboarding is all about. At least that's what anyone who's done it on an actual mountain tells me. Coming to the Snowdome and picking up the basics has convinced me of one thing - I'm off on a snowboarding trip to see for myself. My team-mates strongly suggest a trip to Switzerland to do the same." (Richard Owen)

## COMPARISON



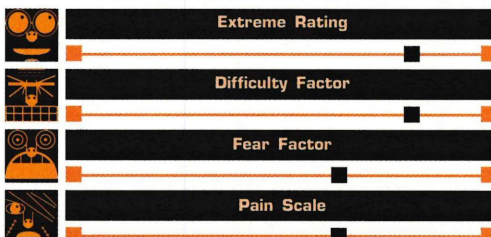
THE NOBLE ART OF SNOWBOARDING AND ERM, ME, TAKE ON COOL BOARDERS 4 HEAD TO HEAD!

Bombing down the PlayStation's virtual mountain ranges certainly takes its toll on your fingers. That said, the real thing is definitely more gruelling and, dare I say it, even more exciting!



## FINAL MARKS

Our time's up, lets take it to the judges...



Snowboarding is fairly easy and painless to pick up at first. However, once the basic skills have been mastered, it's time to try harder. This is where it gets difficult and really starts to hurt. Bouncing along the frozen surface after being slammed for the fifth time in a row takes its toll on your battered and bruised body. That said, it's top fun and I've already started saving my wages to visit snowier climes.

## CASUALTY!

### Frozen Buns

Learning to snowboard inevitably entails spending a significant amount of time on your backside. Both when sitting down listening to the instructor and then in the trying to follow his teachings. The result is a pair of buttocks that start to feel like a very numb deep frozen turkey.

### Dead Man's Hands

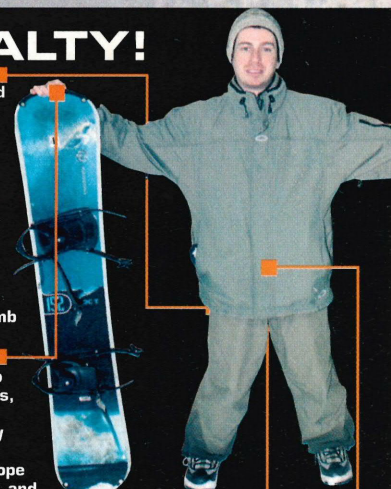
Using the tow rope to drag you up the slopes, really starts to grind away on your carefully manicured pinkies. Grabbing the frozen rope requires strong hands and ends with an icy claw-like grip, that stays for days.

### Battered Behind

Wiping out at speed means bouncing along, posterior first on the snow's hard icy surface. The cumulative effect of this repeated pounding is a gluteus maximus that feels like it had been massaged with a meat hammer. Now those padded suits and orthopedic cushions start to make more sense.

### 'Orrible Abdominals

All the twisting and turning involved in steering your fibreglass friend certainly takes it out on your poor old tum-tum. The result is a set of abs soo sore that you'll feel like you've been downing flagons of ale. Keep up the boarding though, and that six pack might just happen.



## ENGLAND

WINTER SPORTS ARE AVAILABLE AT ALL THE FOLLOWING VENUES:

**The Snowdome**  
River Drive, Tamworth  
Staffordshire B79 7ND  
08705 000011  
www.snowdome.co.uk

**Kidsgrove Ski Centre**  
Bathpool Park, Kidsgrove  
Stoke-on-Trent  
01782 784908  
www.ski-kidsgrove.co.uk

**Snozone**  
602 Marlborough Gate,  
Milton Keynes MK9 3XS  
01908 230260  
www.snozone.co.uk

**Alpine Snowsports**  
Gallway Road, Aldershot,  
Hants GU11 2DD UK  
01252 325889  
www.alpineski.co.uk

**Avon Ski Centre**  
Churchill  
Somerset  
01934 852335  
www.highaction.co.uk

**Beckton Alpine Centre**  
Alpine Way  
London E6 4LA  
020 7511 0351  
www.becktonalps.co.uk



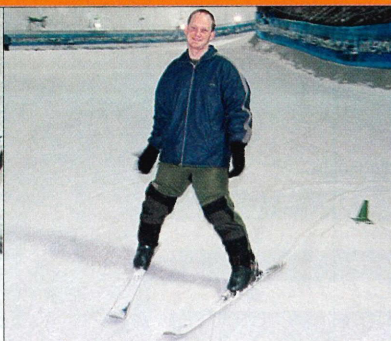
# Skiing

OUT ON THE PISTE, ALEX TOOK TO THE SLOPES LIKE A SEASONED BEGINNER

**F** professional armchair tester, mattress technician and student. These are the only three types of people in the world lazier than I am. My outdoor pursuits normally take place in a beer garden, and exercise is rare. So getting up at 5.00am precisely for a day's skiing was a pretty severe shock to the system. However, putting my nerves aside, we faithfully headed north. While the snow in Tamworth's indoor alpine adventure-land was artificial, the action was real. And I risked life and limb in order to suffer for my art. I wrote it all down too, right here. Alright, brace yourselves...



The first lesson to master is falling over, and I'm quite a natural. Obviously, I didn't really fall over and this photo is a fake



This relaxed image of pure calm is amazingly deceiving. Fortunately, going white with fear is harder to see on snow



Searching for new places where I could fall over took me to higher climes. Watch the rope-tow nearly take my arm off



As my skiing genius starts to emerge fully, simple moves like the all-important snowplough become second nature. So no chance of toppling here then, phew



The calm before the storm. After practicing all day, my group was allowed to take the lift to the top and make its own way down. Either by ski or, more likely, by face. It was our choice entirely



By the end of the session, I modestly declared myself competent, was allowed out on my own and promptly fell over

## THE PRO



**MEET THE BEARDED MASTER OF ALL THINGS BOARD, BLADE AND SKI**

Name: Chris Webb

Disciplines: Skiing, Snow Boarding and Snow Blading

**How long have you been involved in the sport?**

I have been skiing for almost twenty years and I've been qualified to teach it for fifteen years

**What's your favourite extreme sport?**

Snowboarding, because I am still learning so much. I can ski while being completely relaxed. I can go fast, slow, whatever, I'm completely in control. On a board, however, if I go above 30 mph, I really have to think about it

**What's been your finest extreme sporting moment?**

Dropping down the front of the glacier in Val d'Isère. It can be skied, but it's an almost vertical at times. Dropping down there on skis is just fantastic

**What's was your worst extreme sporting moment?**

We were racing in Val d'Isère in a ski bums race where everyone takes off at the same time. It was on La Grande Motte and I fell, and fell, and fell, for what seemed like ages. It was my worst because I was new to the game

**Any ski advice?**

Don't ski with your partners or friends if they're better than you. Be sensible and go somewhere that has been pre-arranged for you, otherwise you'll have terrible arguments

**How did I do?**

You did well! You're not running into too many people or walls. You have achieved a huge amount today. You look at some of the others and they are struggling still. Well done!

**"First off, you master falling over, at which I'm a natural"**



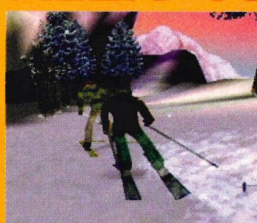
## FREEZE FRAME

CHRIS WOULDN'T LOOK OUT OF PLACE BOMBING DOWN THE SLOPES ON TV'S *SKI SUNDAY*. THE ARC OF THE CURVE IS TIGHT, BUT HE'S TRAVELLING AT TOP SPEED



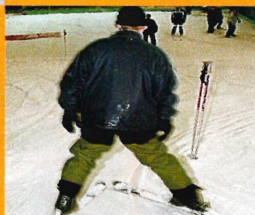
"All ego, no talent. My instructor Chris glides down the steepest part of the slope at a cracking speed. He might make this movement look as smooth as *The Fast Show's* Swiss Tony, but that's because he's a highly trained expert and not a part-time athlete like myself. But then he wasn't so smart when we whipped out a copy of *Wipeout 3*. All fingers and thumbs, you see!" (Alex Cooke)

## ALEX VS 007



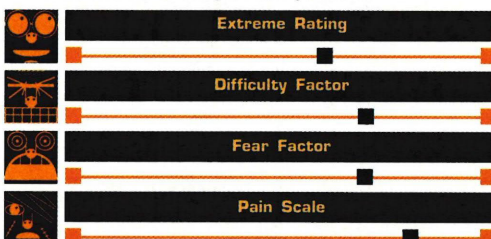
CHALLENGING BOND TO A SKIING DUEL IN TOMORROW NEVER DIES WASN'T SUCH A BRILLIANT IDEA AFTER ALL

It's neck and neck for a while, with manic mogulling manoeuvres, sly slaloms and death-defying downhill. But James soon spots an evil nemesis and scoots off to save the planet, leaving me victorious by default!



## SCORES

Reviewed and rated for pain and pleasure!



### Was it worth it?

Skiing rocks! Despite being as nervous as a turkey invited round to Bernard Matthews' house for Sunday lunch, it was brilliant. It seemed phenomenally tricky at first, but after some careful coaching I managed to pick up the basics. So, is reality better than simulated skiing? Definitely, there's no contest at all!

## CASUALTY!

### Clown Shoe Shuffle

Walking in skis is slow progress, in fact it's pretty similar to snails racing through treacle. It might only take one minute to get down a hill but it took fifteen getting to the top. It's tiring, painful and frustrating.

### Shattered Shoulders

To save those delicate legs, it's easier to use a rope tow to get up the hill. It's handy, but it nearly rips your arms off when some chubby boarder gets on the other end.

### Aching Ankles

After a days skiing my ankles swelled up like a seven-month pregnant woman's. Ski boots aren't made for speed or comfort, they're designed to humiliate. The Spanish Inquisition would've been very proud.



## WALES

WINTER SPORTS ARE AVAILABLE AT ALL THE FOLLOWING VENUES:

Plas y Brenin  
Capel Curig,  
Gwynedd LL24 0ET  
01690 720 214  
www.pyb.co.uk

Cardiff Ski Centre  
Fairwater  
Cardiff  
02920 561793  
www.skicardiff.com/

Llandudno Ski Centre  
Llandudno  
North Wales  
01492 874707  
(no web link)

Pembrey Country Park  
Ski Slope  
Dyfed  
01554 834443  
(no web link)

Llangrannog Ski Centre  
Llangrannog  
Llandysul  
SA44 6AE  
01239 654656



# Snowblading

IGNORANCE IS NO EXCUSE, SO NOT KNOWING WHAT SNOWBLADING IS WON'T LET YOU OFF THE HOOK. RICHARD RISKS HIS NECK IN A PAIR OF TINY SKIS...



**N**o sooner had I removed my luxuriantly soft and warm snowboarding boots, than I was immediately shoe-horning my battered tootsies into a pair of medieval torture devices – more commonly known as 'ski boots'. A pair of snowblades was promptly conjured up from nowhere, shoved into my reluctant hands and, before I knew what was going on, I'd been huckled (by force, I might add) onto Brum's breezy slopes. I stared curiously at the new-fangled contraptions strapped to my feet, and decided to indulge in a spot of snowblading. The things we humble reporters do to uncover the truth!



## THE PRO



**GET THE LOW-DOWN FROM TAMWORTH'S SNOWBLADING SUPERSTAR!**

**Name:** Ollie Thompson

**Disciplines:** Snowblading, skiing and snowboarding

**How long have they been involved in the sport?**

The first time I ever tried snowblading was four years ago

**What's your favourite extreme sport?**

All kinds of skiing

**What's been your finest extreme sporting moment?**

I finishing sixth in the English skiing championships in April '99!

**What's was your worst extreme sporting moment?**

Putting my knee out while jumping on the ramps here. I was out of action for four months in total

**In his own words**

"Enjoy yourself and just go for it!"

**How did I do?**

Very well, snowblading is very simple to learn and you picked it up easily!



Putting on ski boots was not the end of my torture. Now I had to don my blades, too. Luckily I had an adult nearby to help



"Just follow me" said my instructor Ollie. I did my best, but the snow decided to take me in a completely different direction



This may look like an exercise in male bonding, but Ollie was actually teaching me about the importance of edges



This was the first time I'd fallen over all day, honest! Some rotter must have chucked a banana skin right in my path!



I'd put my knee-bending experience behind me and was really getting it together. When suddenly, it happened again!



After twenty minutes even the most clown-footed blader should've picked-up the basics. After all, I managed it

**"Under protest, I found myself shoe-horning my already tender tootsies into what resembled a pair of medieval torture devices!"**





## WINTER BLUNDERLAND

DEFTLY SPINNING OVER THE NORTH WEST'S LARGEST FROZEN WASTELAND, INTREPID OLLIE EVENTUALLY HAD TO SURRENDER HIMSELF TO THE CRUEL INEVITABILITY OF GRAVITY!



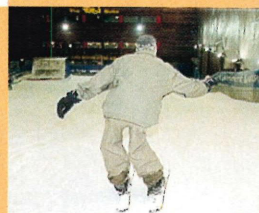
**"Slip sliding away!"** Maybe Paul Simon was thinking about snowblading when he wrote that lyric, but I somehow doubt it. Strangely, I can't think of any snowblading bands, but *Seal*, *The Prodigy* and *Jamiroquai* are all fans. It's far faster than it initially appears." (Richard Owen)

## IT'S IN THE GAME!



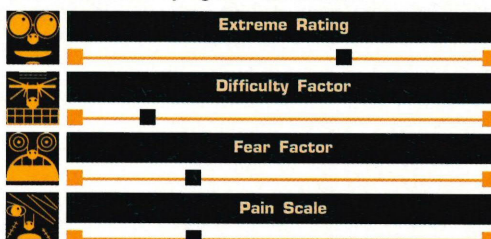
**NHL 2001 DARES TAKE ON THE MIGHT OF FUTURE'S DARE-DEVIL REPORTER. HANG ON HE'S GOT A STICK!**

Okay, I know no one plays ice hockey on snowblades, but try and find a better PlayStation comparison! I don't know, maybe I've actually stumbled across a completely new, extreme sport, with this one!



## FULLY RATED!

How it measures up against the others...



Think of snowblading as skiing's younger brother and you'll have a good idea of what it's all about. You get a very similar experience, but as you're using what are essentially very short skis, it's incredibly easy to pick up. What's more, it's a really good laugh right from the start. If you fancy a go, you'll have to do it for real because, at the moment, there's no PlayStation equivalent, although EA Sports are capable of anything!

## CALL A PRIEST!

### Jaws Of Death!

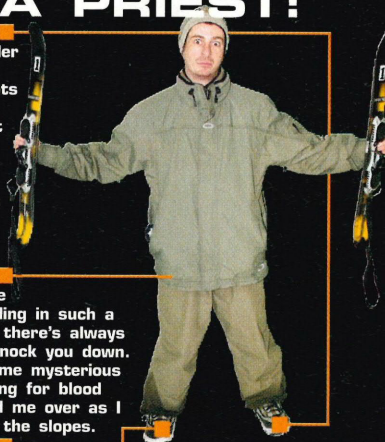
For a virgin snowblader like myself, stepping into a pair of ski boots for the first time is like popping your foot between a salivating pitbull's jaws, and inviting it to firmly close its mouth. That said, it's probably easier to remove the boots than a pitbull.

### Hooded Attacker

When you take to the noble art of snowblading in such a dazzling fashion as I, there's always someone waiting to knock you down. In my case it was some mysterious hooded individual baying for blood who repeatedly kicked me over as I suavely cruised down the slopes.

### Walk like a penguin

Though it's not quite as bad as walking in skis, shuffling around wearing snowblades really takes it out on your ankles. What's more, it looks like you're sporting a freshly Tarmaced pair, even through reinforced ski pants!



## SCOTLAND

WINTER SPORTS ARE AVAILABLE AT ALL THE FOLLOWING VENUES:

**Bearsden Ski Club**  
Stockiemuir Road  
Bearsden G61 3RS  
0141 943 1500  
www.skibearsden.co.uk

**Alford Dry Ski Slope**  
Greystone Road  
Aberdeen  
AB33 8TY  
01975 563024

**Ancrum Outdoor Centre**  
10 Ancrum Road  
Dundee  
DD2 2HZ  
01382 435911

**Aviemore Ski and Snowboard School**  
Glenmore  
Aviemore PH22 1QU  
01479 810296

**Glasgow Ski & Snowboard Centre**  
Bellahouston Park, 6 Dumbreck Rd  
Glasgow G41 5BW  
0141-427 4991  
www.ski-glasgow.demon.co.uk



# Grind Session

FED UP WITH BAILING ON THE SAME HALF-PIPE DOWN AT THE OLD SKATE PARK? ENTER A BRAVE NEW WORLD FOR BOARD-BASED TRICKSTERS WHO BUMP, GRIND AND SHRED AWAY...



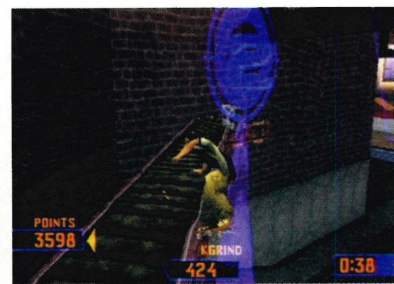


## FACTFILE

■ PUBLISHER	<b>SCEE</b>
■ DEVELOPER	<b>Shaba Games</b>
■ RELEASE DATE	<b>Out now</b>
■ AGE RESTRICTION	<b>None</b>
■ NUMBER OF PLAYERS	<b>One</b>



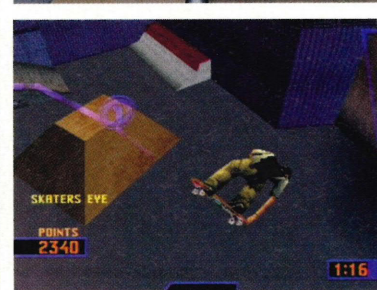
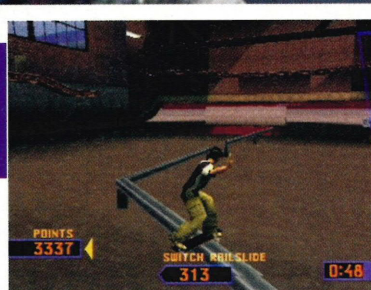
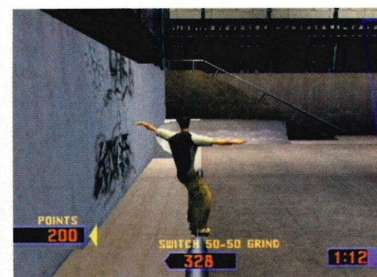
# REVIEW



**Bump 'n' grind** to your heart's content, with this skateboarding beauty. But remember, be respectful or else



**Bomb around in** a boardtastic frenzy. Grind, grind my lovelies, but be careful, as paved floors hurt heads. Where's his helmet gone to then?



COOLER BOARDERS EARN RESPECT BY STAGING A *TONY* TAKE-OVER



# Grind Session

“Courses are stuffed with ledges and objects to vandalise”



**IF YOU LIKE THIS THEN LOOK AT...**  
**TONY HAWK'S SKATEBOARDING** (OPM50 9/10)  
 Brilliantly playable and hugely entertaining

Everyone wants it, geeks don't get it and Mafia types garotte for it. Respect. The strange quality that you can earn but you can't buy, happens to be the basis for board 'em up *Grind Session*. While, in the wake of *Tony Hawk's*, we're all familiar with totting up points for stunts, *Grind Session* goes one step further by giving you 'respect points' for lodging good scores or particularly gnarly tricks. It's also an integral part of the game, as you'll never open up new tracks or learn smarter moves without the 'respect' of your peers. Blink past the title screen and you'll think this is *Tony Hawk's* – in fact, it's so similar Tony should talk to his lawyers. That said, it's a massive compliment to Tony that if you don't look and play like the master then board

addicts aren't going to waste their time hitting your ramps. *Grind Session* is possessed by the spirit of *Hawk's* but takes its karma to a more fantastical plane where bad landings are readily forgiven, combos are easier to construct. In fact, just about anything's possible in the Super Mode – cue lightning flash and an endless series of 900° grabs.

Most heartening is the quality of the level design that one might've expected to take a dive. Instead, the street courses are stuffed with near vertical ramps, bowls, ledges and objects to vandalise. In fact, you could even criticise them for being too board friendly. There are just so many bits and pieces obviously designed for catching air off that, unlike *Hawk's*, the levels don't feel like real streets. Despite the garage doors and ramps linking up the different areas within each stage, there's a

closed feel to the locations. But, if you're after a place to show-off your ability to pull a stalefish while tying your shoelaces and filling in *The Times* crossword, then *Grind Session's* humps and bumps certainly get the job done.

Ironically, grinds are actually the least rewarding of *Grind Session's* bumper bag of tricks, which is annoying because they take a lot of skill to execute. Multiple spins and grabs, on the other hand, are simplicity itself to execute, often leaving you a mite unsatisfied despite the humungous score you notch up.

There's no doubt that *Grind Session* is solid, enjoyable and challenging, but like its cast of wannabe stars (Willy Santos, Cara-Beth Burnside, Pigpen) it boards in the shadow of its sport's one true giant. *Tony Hawk's* still rules the roost. ■

Pete Wilton

OFFICIAL UK  
**PlayStation**  
 Magazine  
**VERDICT**

■ GRAPHICS	Classy and dependable, if not exactly stunning	7	■ OVERALL	Never in danger of setting the world alight, <i>Grind Session</i> smoulders away with some good ideas and enjoyable stages. Yet despite following <i>Tony</i> so closely, it never quite captures that <i>Hawk's</i> magic
■ GAMEPLAY	More tricks than a room packed with David Blaine clones	8		
■ LIFESPAN	The competition offers a real challenge	8		

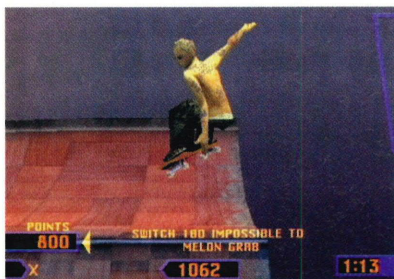
**8**

OUT OF 10



## GRIND SESSION TIPS

GRINDING YOUR TEETH IN FRUSTRATION INSTEAD OF ON THAT LIP? FEAR NOT, DEVOUR THIS GUIDE WHOLE FOR ORTHODONTIC PROWESS



### THE CONTROLS

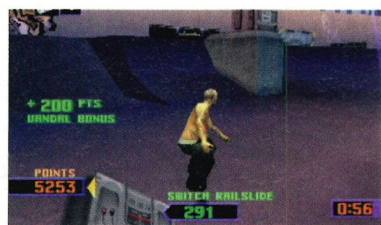
- Ollie - X
- Grab - O
- Brake - C
- Flips - B
- Grind/Slide - A
- Spin Faster - L1 or R1
- Skater's Eye - L2



### BUST THE MOVES

#### ON THE GROUND

- Manual Front: ↑, ↑, A
- Manual Back: ↓, ↓, A
- No Comply: ←, →, A
- Nose Varial: ←, ←, A
- One Foot Manual: ↑, ↓, A
- Back Foot Manual: ↓, ↑, A



#### FLIP TRICKS

- Kickflip: ←, O
- Heelflip: →, O
- Impossible: ↓, O
- PopShuvit: ↖, O
- F/S 360° PopShuvit: ↗, O
- 360° Flip: ↘, O
- Hardflip: ↙, O
- Disco Flip: →, ←, O
- F/S Kickflip Varial: ←, ←, O
- Kickflip Under Flip: ←, →, O
- Heelflip Varial: →, →, O
- Frontside Flip: ↑, →, O
- Heelflip Late Shuvit: ↓, ←, O
- Big Spin: ↑, ←, O

#### GRAB TRICKS

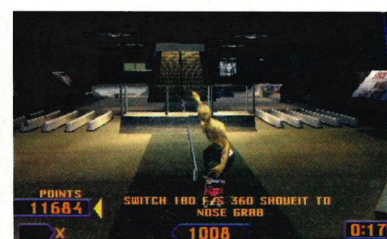
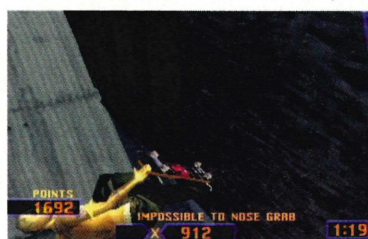
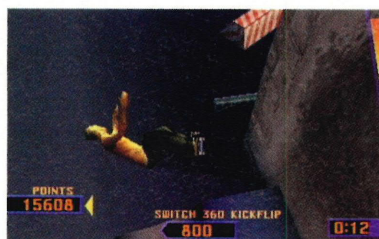
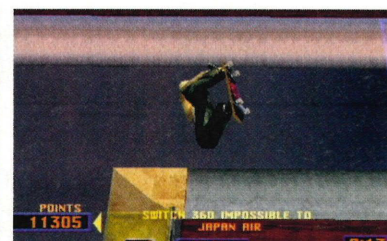
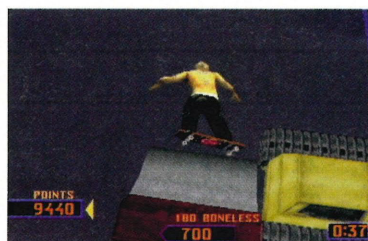
- Nose Grab: ↑, O
- Tail Grab: ↓, O
- Mute Grab: →, O
- Melon Grab: ←, O
- Kickflip to Indy: ↑, ←, O
- Stalefish Grab: ↘, O
- Method: ↙, O
- Rocket: ↑, ↑, O
- Madonna: ↑, ↓, O
- Benihanna: ↓, ↑, O
- Airwalk: ↓, ↓, O
- Judo: ↗, O
- Indy Nosebone: ↖, O
- Japan Air: ←, →, O
- Board Varial: ↓, →, O
- Fingerflip: ↓, ←, O
- Around the World: →, ↓, O
- Front foot Impossible: →, ←, O
- Roast Beef Grab: →, →, O
- Christ Air: ←, →, O
- Front Flip: ←, ↑, O
- Back Flip: ←, ↓, O
- Christ Flip: ←, ↑, O
- Jer Air: ↑, →, O

#### SLIDES AND GRINDS

- 5050: A
- 5 0: ↓, A
- Nose Grind: ↑, A
- Casper: ↓, ↓, A
- One Foot 5 0: ↑, ↓, A
- One Foot Nose Grind: ↓, ↑, A
- Feeble Grind: ↗, A
- K Grind: ↖, A
- Smith Grind: ↘, A
- Smith Grind Tail Grab: ↙, A
- Railslide: A
- Darkslide: ↑, ↓, A
- Noseslide: ↑, A
- Dark Noseslide: ↑, ↑, A
- Tailslide: ↓, A
- One Foot Noseslide: ↓, ↓, A
- Noseblunt: ↑, A
- Bluntside: ↓, A

#### LIP TRICKS

- Hand Plant: A
- Axel Stall: ↑, A
- Fakie Rock and Roll: ↓, A





## UNLOCK ALL TRICKS

Too impatient to earn tricks?  
Then press ↓, ←, ↑, →, ↓, ←, ↑,  
→ while the game is paused in  
Tournament Mode, to unlock them all.

## UNLOCK HIDDEN CHARACTERS

Earn a medal placing in the  
Huntington Tournament and this  
will enable the Photo Shoot,  
which unlocks a different  
character with each skater that  
earns a mug shot. It takes a  
total of 8000 points in one  
move to unlock each new skater.

### WILLY SANTOS

Unlocks Skator

### CARABETH BURNSIDE

Unlocks Hang Man

### ED TEMPLETON

Unlocks Demon

### DAEWON SONG

Unlocks Rex

### JOHN CARDIEL

Unlocks Stanley

### PIGPEN

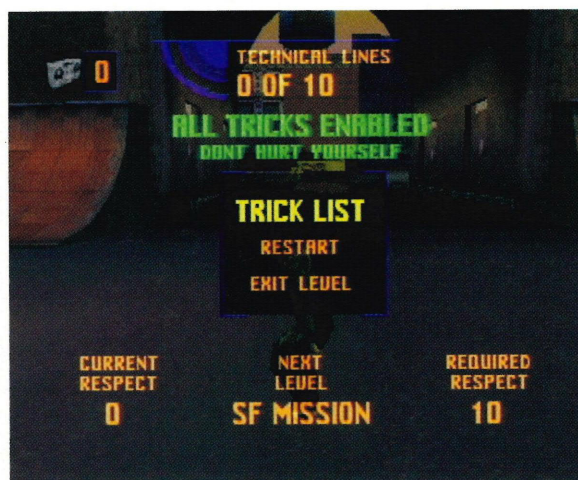
Unlocks Dave Carnie

### A LADY CUSTOM SKATER

Unlocks Stinger

### WHILE A BLOKE

Unlocks Golgotha

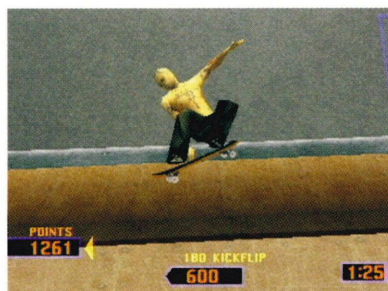


## SCORE BIG TIME AT THE SLAM CITY JAM

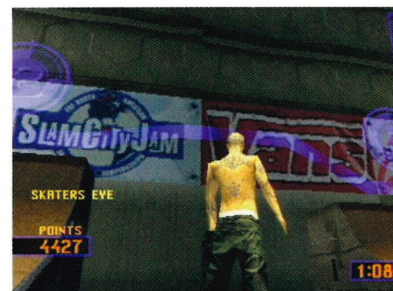
Gaining big scores in *Grind Session's* competitions gives you access to photo-shoots as well as opening up new levels. Enter the world of pro-stardom, and get all the publicity and respect you could ever wish for by following our fail-safe recipe.



Be sure to make the most of the Tech Lines, as more time equals more tricks



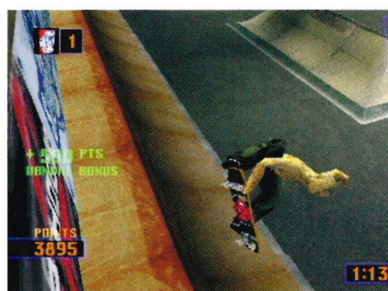
Get Possessed as soon as possible. Go for easy to do tricks and fill that meter



Use the Skater's Eye to suss out the Tech Lines. Don't worry as the clock stops too



The half-pipe is a great place to grab tons of points and try out loads of varied airs



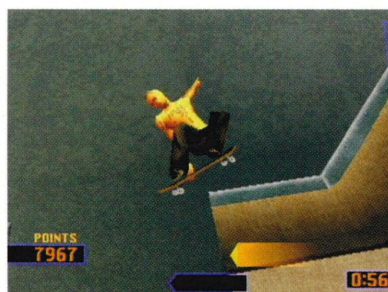
Variation is the key, and mixing tricks will see there's no trouble in getting through



Don't forget to chuck in plenty of grinds and slides, as well as pulling off air tricks



Make the most of the street obstacles, and grind the edges of this ramp too



Confidently pull an air off the side of this ramp, as a safe landing is guaranteed



If time is short, make Tech Lines a priority to keep skating for as long as possible



# DISCONTENTS

SPARKS FLY FROM THE AIR-BOUND TRUCKS IN THIS SCORCHING SKATEBOARD SPECTACULAR!

**Y**ou may be forgiven for assuming *Grind Session* is all about sheet metal working, rather than the more noble art of skateboarding. However, if that's what you think, then give yourself a quick slap around the face and take the walk of shame, because you're wrong, very wrong indeed.

Taking a cue from Mr Hawk's own personal skateboarding vision, *Grind Session* pays Tony Hawk's *Skateboarding* a full tribute, if one considers imitation to be the sincerest

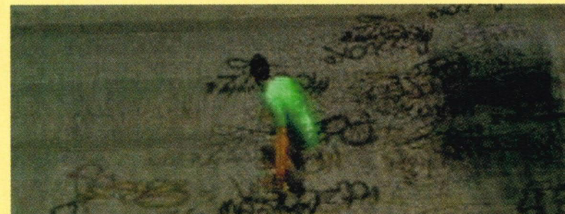
form of flattery. That said, if you're going to follow somebody's lead then it makes sense to follow the best, doesn't it? But the thing with *Grind Session* is that it doesn't just follow, it surefootedly walks shoulder-to-shoulder with Tony Hawk's and it's virtually every bit as good. Our demo ends up looking more like a skateboarding vid than a promo for the game. Some of the airs, grinds and boardslides that riders Willy Santos, Daewon Song and Ed Templeton manage to pull off are just breathtaking.

## BED AIR CHALLENGE

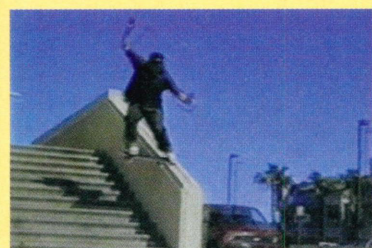
If you've ever watched the skateboarding flick *The Search for Animal Chin*, you may remember a very youthful Bones Brigade using their boards to do bed airs, while lying on their backs. With that in mind it's time to grab the nearest skateboard-shaped object and see how many airs you can contort your body into, while lying horizontal on your sofa.



Luckily wearing your hat backwards isn't compulsory



You too can win a beanie hat. Turn to page 97!



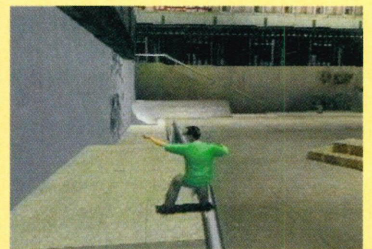
Nose sliding this tricky stair set requires a hooter like a size-nine boot



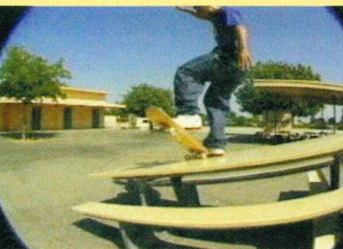
The eyes have it. Fish eyes in this case, the photographer's favourite



Squint your eyes and it's very difficult to tell game footage from the real thing



This really is a far safer method than trying it out in the real world



If only we had top class schoolyards like this to skate on over here in Britain



This star-studded skating sim may now have been eclipsed by Tony Hawk's second PlayStation incarnation, but it's still damn fine nonetheless

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# REVIEW







#### FACTFILE

■ PUBLISHER	SCEE
■ DEVELOPER	Delphine
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One to two

# Moto Race World Tour

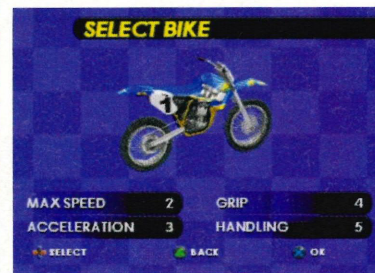
GET THE BEST OF BOTH WORLDS IN THIS TRACK AND OFF-ROAD RACER. THE OPPONENTS ARE INCREDIBLY TOUGH, BUT THAT ALL GOES TO SHARPEN UP YOUR DRIVING. IT'S MUDDY NIRVANA FOR TRIAL AND TRACK BIKE FANATICS



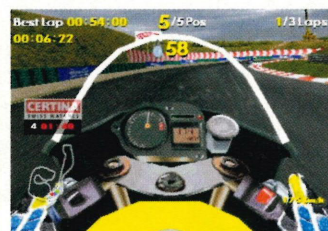
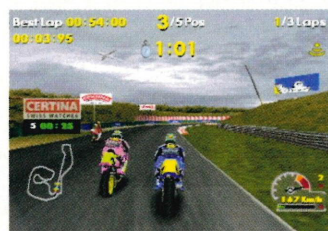
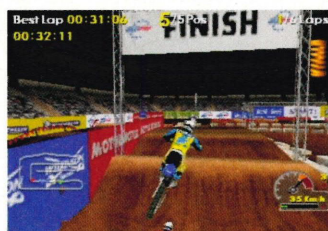
# REVIEW



**Dig your heels in the dirt and ride like a leader of men. Or, rather, ride like a misleader of men. Why is it so difficult? Why?**



**Never before has caning a two-stroke race-rep around a track been so faithfully and smoothly recreated**



TAKE YOUR PICK. TRAILBIKE OR 250CC SPORTSTER?



# Moto Racer World Tour

**“Motocross Mode shines like a diamond in the dirt, but the**



**E**ricks. Nails. Bruce Lee after one saki too many. All of these things go some way to describing just how nut-crackingly hard *Moto Racer World Tour* is.

Actually, scratch that. It's not hard — it's nigh-on impossible. Right from the start of the beginner setting, there's no easing your way in, it's time to feel like a gibbon playing chess with Grand Master Kasparov. Basically, the competition is just so high class it rapidly becomes a little disheartening.

Don't get us wrong either, we all relish a challenge. But a game that consistently pummels you with rabbit punches straight to the kidneys, until you're ready to roll over and die is,



nobody's (bar the most enthused sadist) idea of a good time.

We probably wouldn't give a flying fig if this was a shocking game, but that's the real tragedy here, as this should be a truly great gaming experience. *Moto Racer World Tour* actually has one of the most finely tweaked bike-racing game engines we've ever seen. The robust, real-world physics work in perfect harmony with the kind of intuitive, usable controls that will make you flush with pride every time you take a decent corner. The tragedy deepens further, when discovering that there are actually two games on offer here. Choose between the well-constructed

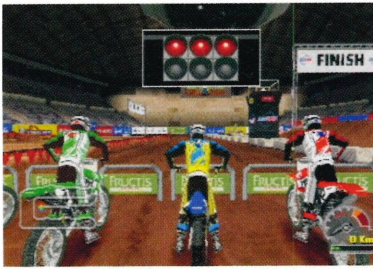
track-based superbike high speed racing sim, and a mud-slinging stunt-filled motocross mode. Both are exceptionally accomplished and they're almost enjoyable and, as you progress, four more modes can be unlocked, including Trials and Dragster. Each different mode boasts its own individual set of tracks and beasts, with mechanical options that are gloriously comprehensive. You can muck about with timing differentials, power bands, gear ratios and tyres to your heart's content, if you're that way inclined.

Placed side-by-side with their peers, both of *Moto Racer's* main competition modes measure up surprisingly well: *Superbikes 2000* (OPM57 7/10) actually pales a little in comparison with *Moto Racer World Tour's* pocket-rocket Sportsbike Mode, and viewed alongside Electronic Arts' shambolic *Supercross 2000* (OPM55 4/10), the Motocross Mode shines like a finely cut diamond glistening in the dirt.

So why then, doesn't this game hum and throb with the playability that it's so plainly pregnant with? Well, it's not that the other competitors are riding faster bikes than you. They simply take every corner with a level



# Moto Racer World Tour



If off-road racing happens to be your bag, then Supercross Mode is for you. It's all mud, sweat and tears



**Time Trial** does exactly what it says on the tin. Beat your own times racing against the clock. Just you, your bike and miles of open road

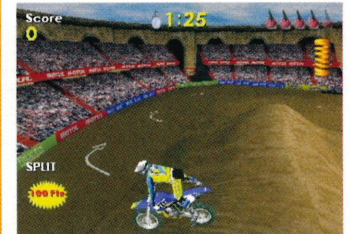


## HOW TO...

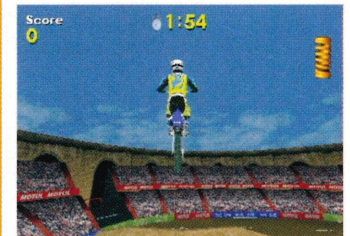
### ATTEMPT STUNTS



First unlock the Freestyle section, either through hours or practice, or by using the cheat over on page 78.



Race up the ramp holding ↓ to build up height and then release it as the bike reaches the top of the ramp.



Hold ▢ and hit a direction to pull off a stunning trick. Now land carefully on both wheel and collect the points and plaudits. It's really easy, see?

## opponents are better than Barry Sheen

of technical proficiency that would even leave the legendary Barry Sheen floundering in their wake. As it stands, *Moto Racer World Tour* leaves you flailing, sweating and cursing on the start line, as your opponents are leagues ahead in the skill department, right from the first time the lights turn green. Throw in some gas guzzling hogs with steering that's as sensitive as a hair trigger, and the result is an experience that's incredibly frustrating to play. Not just because of the opponents' steely-eyed, cold and calculating racing abilities, combined with being bucked off the bike for the slightest misdemeanor. It's really down to the fact that you desperately want to take part in what is (at it's heart) a really good game – especially the superbike mode.

It's a sad state of affairs, in reality, because *Moto Racer World Tour* handles

better than any other bike game around and, in the end, good handling's what we all look for first in a racing game. But with a learning curve that's more slippery than an eel doused in engine oil, most will get halfway up and then slide all the way back down.

As a result, only committed motorbike maniacs prepared for one hell of a serious challenge need apply. This could have been *Gran Turismo* on two wheels, if only it wasn't for the combination of its unforgiving bike controls and its superhuman riders leaving everyone behind. It's almost criminal. Still, it makes excellent skill-sharpening fodder for the rest of us mortals. ■

Richard Owen



IF YOU LIKE THIS THEN LOOK AT...

**MOTO RACER**  
The manic original. Pacy, racy and fun (DPM26 8/10)

OFFICIAL UK  
**PlayStation**  
Magazine  
**VERDICT**

■ GRAPHICS

Shiny, sharp, and quick as a magpie 9

■ GAMEPLAY

Too difficult by half 5

■ LIFESPAN

An unfortunate victim of its own challenges 6

■ OVERALL

Essentially a top two-wheeled trickster, brought low only by outrageously hard AI. Hire some new play-testers, folks – *Moto Racer World Tour* could have been (and almost is) a leader in its field

7

OUT OF 10



# MOTO RACER WORLD TOUR TIPS

## CONTROLS

- ⊗ Accelerate
- △ Change view
- ⊙ Brake
- R2 Hard Turn

## MAIN CODE

### UNLOCK EVERYTHING

On the Main Menu press:

⊙⊙⊙⊙↑↑←

This will unlock every track, every bike and every mode of play

WE REVEAL THE SOFT, HIDDEN CHEAT-LADEN UNDERBELLY OF THE FASTEST, TOUGHEST, ROUGHEST AND FILTHIEST RACER IN THE WHOLE SERIES. WIN EVERY TIME WITH OUR EXPERT GUIDE

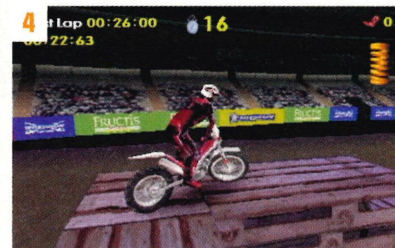
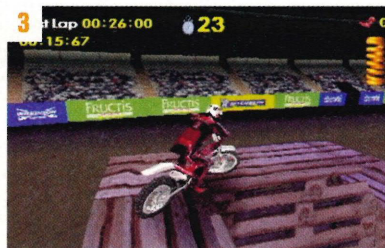
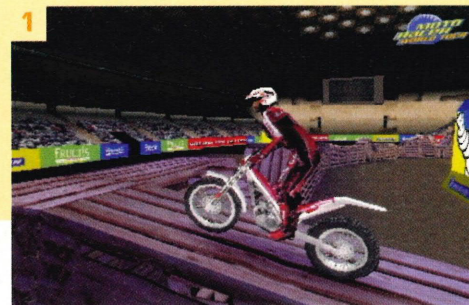
## INDOOR TRIAL

This is a trial of balance and skill, rather than a demand for hell for leather racing. **[11]** Patience, control and ability must be punctuated by blasts of power and sharp braking, if you want to put a decent time on the board. So stay calm, be quick and keep practising.

When going over obstacles having close control of the bike is vital. **[12]** One slip or wobble, and it's back to the start you go. Familiarise yourself with the way that the D-pad represents both the weight and balance of the rider. Pull back on the pad and the rider leans back to lift the front of the bike, this is essential for climbing up any obstacles in the way. Meanwhile, pushing forward shifts the weight to the front so that the rider pushes the front wheel down. This is more helpful when leaping gaps and obstacles when you don't want to spend too long in the air. Make sure that each turn is taken

as wide as possible. **[13]** These obstacles are narrow enough without having to try turning the bike through 90 degrees with less room than a tyre's width. So, if a turn is to the left, approach it wide on the right just as you would in a normal racing game, and turn early.

**[14]** If the bike becomes trapped in a position that looks impossible to pull it out of, then don't be afraid to tap ↓ on the D-pad and bounce the bike on its suspension. Combine this with light taps on the throttle and it'll be possible to take some tight turns without putting your foot down and incurring an extra penalty.



## MOTOCROSS

**[15]** After each jump, try and land on the rear wheel just before the front. This will prove the quickest and safest way to land each jump, but if too much weight is put on either wheel you'll end up falling off and saying hello to the ground.

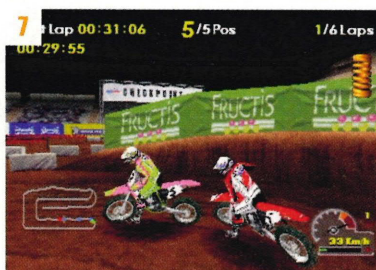
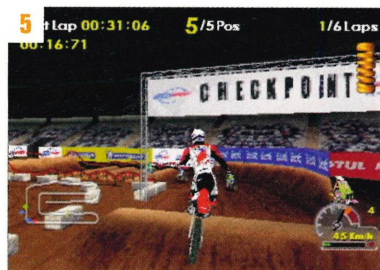
**[16]** Since these bikes aren't the quickest, the secret to lower laps times is to keep up the momentum. This means trying to ensure that you hit as few obstacles as possible and waste little time flying. So when the bike hits a larger

jump, don't try and get too much air. However, if you are able to leap a series of bumps that would otherwise slow you, hold ↓ on approach to compress the springs and let go at the top of the ramp. Doing this will enable you to clear more of the obstacles in one leap.

**[17]** Taking a wider angle on any of the tighter bends gives more space to turn in. A slight touch of the brakes, just before whipping the bike round, ensures you can make it around the turn.

**[18]** When taking the most extreme corners holding R2 will twist the handlebars in the opposite direction, this pulls the bike into an even tighter turn

in the same way as a speedway rider. The main problem with this method is it demands a nice wide bend and it can be tricky to use at the end of the day.





# DISCONTENTS

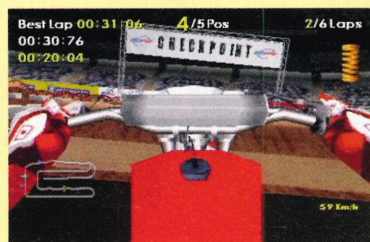
GET LEATHERED-UP AS MOTOCROSS'S TRIALS AND TRIBULATIONS INVADE YOUR LIVING ROOM

**G**et your kicks wearing leather? Find the smell of oil an aphrodisiac? Able to sit through *Top Gear* without getting wound-up once by Quentin Wilson? If so, you are a petrol head and you've got it bad. You probably think that identifying a Yamaha TDM850 from its sound alone is normal.

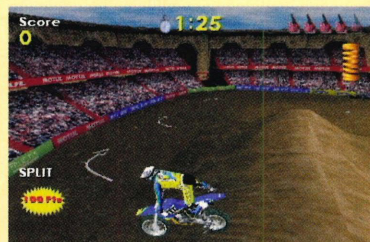
## DON'T ROCK THE BOAT

So, we all know that *Moto Racer World Tour* is a slice of oil-inhaling, leather-dampening, rubber-burning motocross mayhem. But what we want you to do is try and watch the tyre-squealing action without wobbling. As these super-charged machines tear around tilting and turning, keeping upright throughout, is essential. Use a spirit level to check your elevation, keep a straight back and earn yourself 500 points.

**"Stay totally still, keep a straight back and earn 500 points in the process"**



**Your handlebars**, just before getting catapulted over the top of them



**Freestylers**. No-one tells you what to do off the ramps. Try tricks



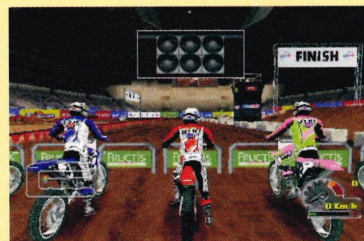
**Dirt, grime, mud and broken limbs**. Just another day at the races



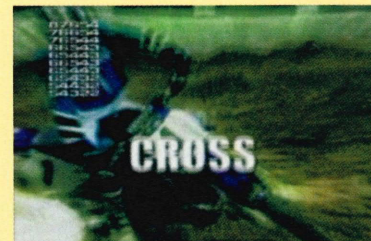
**More than just** a motocross game, *Moto Racer* is a bike grand prix



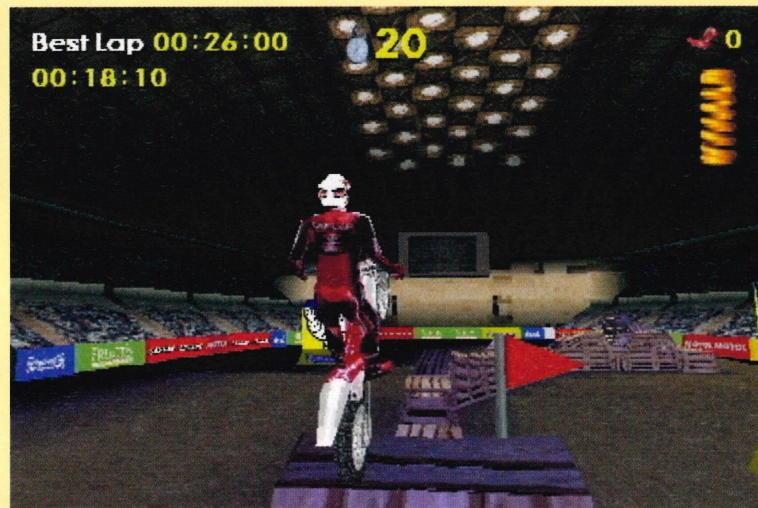
**Foot fault**. Put so much as a little toe down in any of the indoor scrambling events and out comes the red flag to steal time and deduct points



**Got a headache?** Then you need the piercing whine of an indoor race



**Cross? Too right** we are. Do know just how tricky this game is?



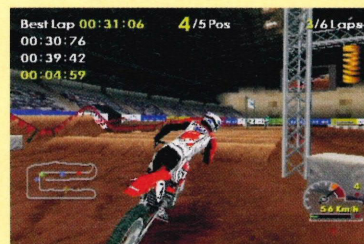
**Can you hear** that? It sounds like the former *Blue Peter* presenter, Peter Purvis, whispering his way through another edition of *Junior Kickstart*



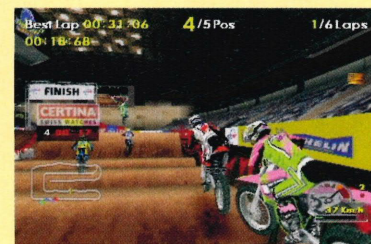
**Tricks win prizes**. Every stunt in Freestyle Mode equals more points



**Traffic to the left of me, traffic to the right**. Life on the not so open road



**Check the angle**. More hard cornering action from the thick of it



**These guys might** be a bit special in the world of bikes, but pink?



**REVIEW**

# COOL BOARDERS 4

THROW YOURSELF INTO THE WORLD OF HUMAN AEROBATICS, GET KNEE-DEEP IN POWDERED SNOW AND SUMMERSAULT THROUGH ACE SCENERY. IT'S BODYWARMER SPORTAGE FOR UP TO FOUR PLAYERS...







## FACTFILE

■ PUBLISHER	<b>SCEE</b>
■ DEVELOPER	<b>989 Studios</b>
■ RELEASE DATE	<b>Out now</b>
■ AGE RESTRICTION	<b>ELSPA 3+</b>
■ NUMBER OF PLAYERS	<b>One to four</b>



# REVIEW



**Youth friendly** terms like 'Chicken Salad' abound (it's an aerial grab, silly) and not a plate of leaves tossed in Italian vinaigrette with a side-order of delicately-diced high protein

STICK THIS IN YOUR HALF-PIPE AND STOKE IT

# Cool Boarders 4



A revamped replay lets you view that dramatic tail-bonk on a



IF YOU LIKE THIS THEN LOOK AT...

MTV SNOWBOARDING (OPINION 6/10)  
All snowboarding features present, but not quite as cool as the Cool Boarders series

**B**y the time a developer reaches the fourth incarnation of a game, they should either be perfecting and tweaking the latest in a successful series, or flogging the proverbial dying horse purely for the cash. *FIFA 2000* is a shining example of this sort of annual code-sharpening, whereas something like *Ace Combat 3* simply stretches the tiresome plane-game a sortie too far. Where then, does the frosty *Cool Boarders 4* stand? And is there really anything else you can do to enrich a game that simulates somebody thundering down the side of a mountain strapped to a polished plank?

989 Studios obviously think so, mindful perhaps that while *Cool Boarders 2* was hailed as a triumph, *Cool Boarders 3* failed to radically improve upon it and irked some gamers by messing around with the controls. Enter *Cool Boarders 4*, a *FIFA*-style upgrade that claims, rather unsurprisingly, to be bigger, faster and fancier than ever before. "Big new tricks and big gameplay" 989 proudly brag. "30

big new courses," "Big time events," "Big customisation" and "Big names," the studio boasts excitedly.

Retaining a similar style and design to the previous *Cool Boarder* titles, *CB4* features four gaming options and a stats screen to amuse armchair snow-riders. The first of these, the Single Event Mode, involves guiding a baggy-clothed boarder through one of the five main disciplines – Downhill, Slope Style, Half Pipe, Big Air and CBX. A practice option enables you to fine-tune your flips and combos without getting booed by the crowds, while the Tournament Mode randomly links the five main events together and dishes out points for your performance in each. Lastly, the Trickmaster option challenges you to a series of stunts before either a time limit or the length of the course is exhausted.

As for the featured events themselves, Downhill dumps you into a competition with three other boarders, in a race to reach the bottom of an obstacle-clogged mountain slope. Slope Style invites you to pull as many freestyle tricks as possible

on a short course, while Big Air dares you to cram your flips, spins and slides into a couple of ramp leaps. The Half Pipe event is self-explanatory, while CBX recreates the Downhill option, but complicates it with a series of frustratingly-placed gates that you need to slide through. [*That'll be Slalom, Dean... - Ed*]

Some of *CB4*'s improvements are obvious. The game features up to 16 real-life boarders (including Jim Rippey and Jimmy Halopoff), plus 34 modelled boards from the major manufacturers (Burton, Forum, K2, etc) The fighting feature has been improved, enabling you to lash out at riders who try and pass you, while the replay option has a revamped range of functions so you can view that dramatic tail-bonk on a picnic table or revel in your first Half Pipe Alley-Oop.

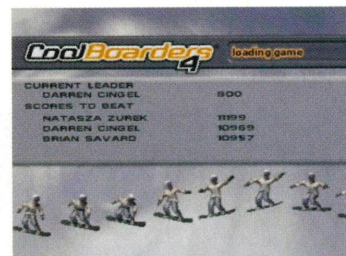
As you'd expect, the in-game visuals have been improved too. Rails and wooden picnic tables provide testing trick opportunities, while knee-deep powder snow, immense drops, frozen rivers and snow-dusted thickets provide some spectacular scenery. Not that you've got



# Cool Boarders 4



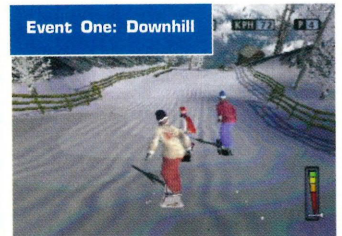
Each of the five events at the beginning of the game can be attempted on slopes in Vermont or Colorado. Extra courses in France, Japan and Alaska are unlocked as you complete the easier levels



Happily, the developers have considerably included a DIY-snowboarder option to customise your own creation by changing his/her height, weight and clothing

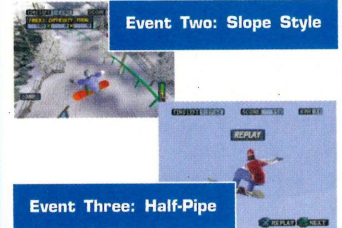
## HOW TO... FIVE-DAY EVENT

### Event One: Downhill



The Downhill Mode pits you against three rival snow-riders. Stick to the fast, packed snow in the centre of the track and punch the lights out of anyone who attempts to pass.

### Event Two: Slope Style



### Event Three: Half-Pipe

You've got to know your tricks to stand a chance of winning the Slope Style compo. Then cram in as many of these new acrobatics as you can during your Half-Pipe session.

### Event Four: Big Air



While the Big Air course is short, the calibre of its jumps more than compensates. How many spins, flips and board-grabs can you squeeze in as the icy ground comes rushing up?

### Event Five: CBX



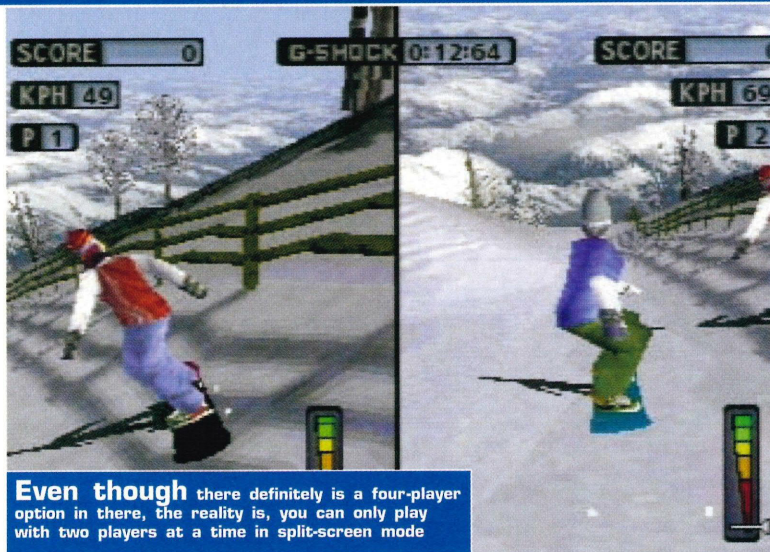
CBX complicates the Downhill hurdle with 'gates' which you must guide your boarder through. CB4 also features a Special Mode, which offers secret challenges if you can complete courses on the Pro level.

## picnic table or revel in your first Alley Oop

much time to appreciate it as you race by, pushing against the clock.

But the thing that lets CB4 down, is that it just hasn't improved enough on the previous two games. While CB4 impresses with its graphics, it also frustrates with its déjà-vu gameplay. And as for the much-vaunted four-player option – put your Multi Tap away. Four-player CB4 is really only an extension of the two-player split-screen option, refusing to enable players three and four to race directly against one and two. Instead, they race against each other in their own head-to-head board-off. Ultimately, if you were hoping for some radical changes to the tried and tested Cool Boarders formula, then this fourth incarnation hasn't got 'em. ■

Dean Evans



Even though there definitely is a four-player option in there, the reality is, you can only play with two players at a time in split-screen mode

OFFICIAL UK  
**PlayStation**  
Magazine  
**VERDICT**

■ GRAPHICS	Scarred mountain slopes and realistic riders	7
■ GAMEPLAY	Perform 12 tricks during a jump, then try 13	7
■ LIFESPAN	Four main options, five events, plus a few secrets	6

■ OVERALL  
Cool Boarders 4 delivers more of the same snowboarding action you know and love, but with new courses, boards and riders. It does what it says on the pack. No surprise there, then

7

OUT OF 10



## COOL BOARDERS 4 TIPS

### THE KEYS

- ⊗ Jump (hold down to build up power, then release) or Grab when in mid-air
- Ⓢ Tap and turn for a sharper turn or Advanced Grab
- Ⓢ Flip
- Ⓢ Boardslide
- Ⓢ Punch to left
- Ⓢ Punch to right
- Ⓢ To fakie at ground or spin in air
- Ⓢ To fakie at ground or spin in air

### BASIC MOVES

- ← + ⊗ Stalefish
- ↑ + ⊗ Stiffy
- + ⊗ Sad Air
- ↓ + ⊗ Tailgrab
- ↖ + ⊗ Japan Air
- ↗ + ⊗ Melancholy
- ↘ + ⊗ Indy
- ↙ + ⊗ Method

### BOARDSLIDE

- ↑ + Ⓢ Noseslide
- ↓ + Ⓢ Noseslide
- + Ⓢ Frontside Shifty
- ← + Ⓢ Backside Shifty

### FLIPS

- ↑ + Ⓢ Frontflip
- ↓ + Ⓢ Backflip
- ←/→ + Ⓢ Shifty

**BEAT DOWN THE PORTCULLIS OF BOARDING FRUSTRATION WITH OUR GIANT BATTERING RAM OF EXPERT UNDERSTANDING!**

### YOUR FIRST HOUR

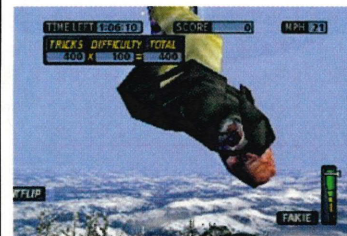
There's no point in tackling a tournament straight away, so start slowly on rookie level, doing each event individually and learning where the surprises are. See if analogue suits your style of play and then just go for it in the early Downhill courses. Next, try a Slope Style course ignoring the ramps and getting used to rail sliding instead. If the pipe isn't raised just travel towards it, hit triangle and you'll automatically hop onto it. If you

are travelling sideways, tap **R2** as you leave the pipe so you land straight. Now it's time to tackle the Trickmaster. This will help you learn the basic grabs and flips, and you'll soon get used to timing your jumps. To pull off the advanced grabs on the Veteran level, hold down **⊗** and the directional button, then hit **Ⓢ**. On Pro level, press **START** as soon as you're asked to do the trick, to give yourself more time to prepare.



### CONTROL

The analogue stick undoubtedly gives you maximum control for your boarder, and is much more responsive on very tight corners. Unfortunately, it's not much cop for doing tricks when you need precise D-pad dexterity. Combining the two will give you the best boarding outcome. Use the analogue to guide the boarder and getting airborne, then use the D-pad.



### TRICKS

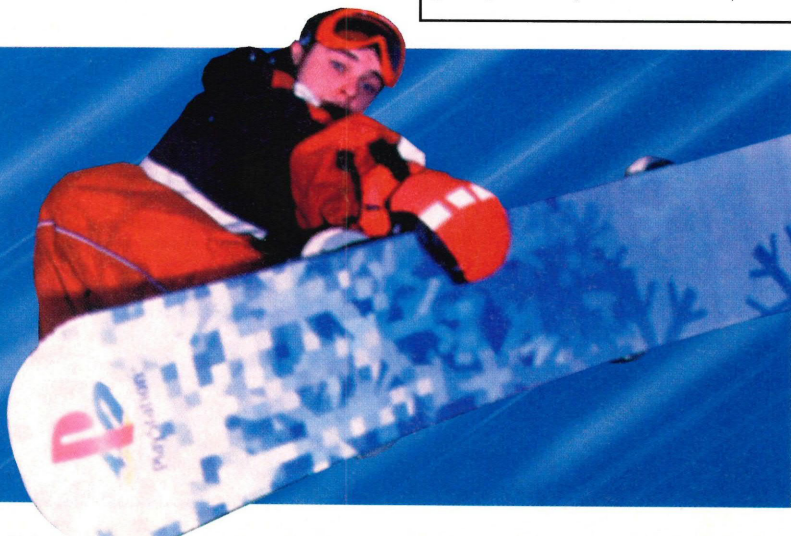
Learning how to pull off those combos is a must if you want to rack up points in the trick areas. Rather than just backflipping as much as you can in any one jump, make use of as many grabs as you possibly can. Instead of flapping wildly at the joypad when you're airborne, it's good to have a trick in mind before leaving the ground. Remember, you don't get any points if you bodge your landing, so be sure to concentrate on getting those risky spins and tricky flips out the way at the top of jumps, leaving plenty of time to perfect the landing and collect loads of points.

### CHARACTER AND BOARD SELECTION

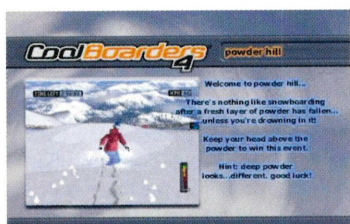
Each pro has a choice of two boards – one freeride and one freestyle. For the really speedy levels, death defying downhills and those early CBX's, you'll have a need for speed, so go for the fastest board you can muster. Time really isn't an issue for the trick levels though, so freestyle flexibility becomes your top priority. On the Big Air levels, while being flexible is incredibly important, you also need to generate lots of speed to buy yourself air time. So here it's worth using a freeride board, but the choice is yours.



The different pros don't have individual strengths and weaknesses, instead their performance is determined by the board they ride.







Once you've beaten all the records on professional setting you get this special extra level (top). The best way to get past the very deep snow is by being airborne, so make use of every ramp you come across (second pic). Keep to the darker shade of snow. If you stray into the lighter snow, prepare to sink down and be up to your eyeballs in the stuff (bottom)

## VERMONT

### SPECIAL: POWDER HILL

All you have to do is get down the hill in one piece. Simple enough? Unfortunately this is one hell of a slope full of deep snow. Avoid the deepest parts, as they'll swallow you whole. These are the lighter shaded parts of the course so follow the dark side. Also, use every ramp to take the safer aerial route.

**"Stick to the darkest shade of snow on Vermont's bonus extra level."**

## COLORADO

### SPECIAL: GATE ATTACK

Head through the yellow gates and perform tricks while passing through the blue ones. Although it's worth concentrating on getting through the blue gates, forgetting about the tricks until you've got the right line. Simplicity's the answer here, so just pull off a simple grab or a flip.



Get through the yellow gates by using the square buttons to hit them straight on (left). Concentrate on getting the right line and height for the blue gates, then pull off and board your way to victory by doing a really simple trick like a tail grab (right)



## FRANCE

### SPECIAL: AVALANCHE

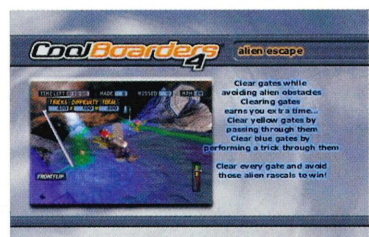
This one's a bit frantic, as you're chased by an avalanche, while rock and debris tumbles across the track. Complete the course before you're wiped out by the wave of snow. Try to ignore the smaller boulders as they

shouldn't slow you down too much as long as you don't hit them straight on. However, the big falling boulders are a real problem. They have a tendency to fall towards the track, so do your best to pass them on the outside whenever you get the chance.



Spot the large rocks early and aim to go round the outside (left) If you get stuck, start hopping to get yourself going again. Works every time, fingers crossed! (right)

## ALASKA



Wacky or what? Snow boarding with aliens, where the *X Files* meets *Ski Sunday* (top). Some sit in the middle, others are on the move (bottom)

### SPECIAL: WHACK AN ALIEN

This is just like the special level in Colorado, but it's combined with an

alien invasion. You need to avoid the little critters – they look comical, but get too close and you'll get badly chewed – as well as hitting the yellow gates and pulling tricks at the blues. You haven't much time to play with, so don't lose momentum. It's wise to choose a really responsive board here to get through the gates safely.



Once again, you must smash all the records on the professional level to get to this extra slope (top). To complete the track successfully you must ride through all the black-hatted snowmen (bottom)

## JAPAN

### SPECIAL: SNOWMAN TAG

To win this event, ride through every snowman on the course. The really important ones are those which are stationary and adorned with a black hat. You don't need to go for the moving red ones to complete the course, but they're good for gaining extra time. Wrap up warm.





# DISCONTENTS

WATCH WITH YOUR HEAD IN THE FRIDGE FOR A TRULY AUTHENTIC WINTER SPORTS EXPERIENCE

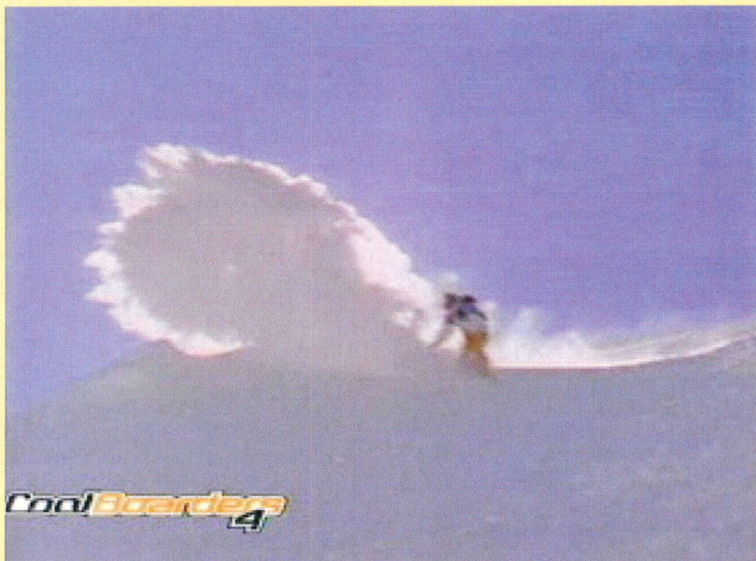
**A**fter breaking our necks during fevered snowboarding, skiing and snowblading sessions, the only radical sports we're fit for, while wearing full body casts, are played on the circuits of our trusty grey box.

Here you can pull massive carves, ridiculous jumps and speed downhill at ninety mph, all from the comfort of your own armchair, or hospital bed if you prefer. Snowboarding-wise there's only one series that makes the PlayStation's final cut in this

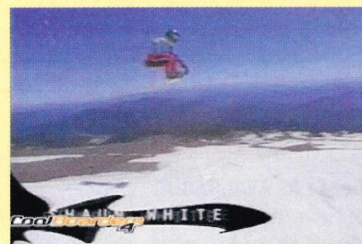
respect. And it's *Cool Boarders*. This jewel encrusted franchise is now in its fourth incarnation, with a fifth all new PS2 version due at the end of the year. Our demo shows *Cool Boarders 4* in all its powder sozzled glory, so have a gander at the FMV starring the title's real-life boarding lunatics strutting their stuff, then check out the trick-tastic footage of the game itself. It's all here – the mountains, the riders and the moves. In fact everything you'll need for a top night out on the Piste.

## THE WHITE STUFF

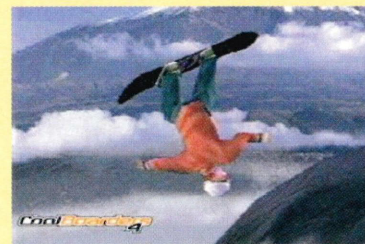
While watching the radical snowboarding footage in our rolling demo, the urge to yell out ridiculous transatlantic phrases is increasingly hard to resist. But why ignore it? We say embrace your new found vocabulary by shouting out the word 'Dude!' as many times as you can. Playing *Limp Bizkit* at ear-splitting doesn't count.



Check out this powder wave, that guy looks more like he's surfing on water than in fresh deep snow. Isn't he the one from *Burnstrick*? (No – Ed.)



Not just a demo, but a movie too. Cinematic replays come as standard



Looks more like sky surfing than snowboarding. That's gotta hurt



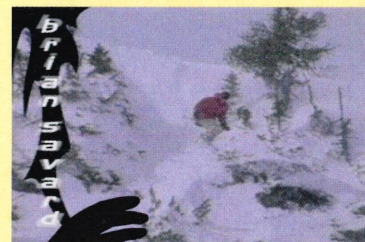
Split screen two player action is one of the perks of this version



We're walking in the air! Beats landing on your nose in a snowdrift, mind



An Englishman's home is erm, his clapped out old shed in the county

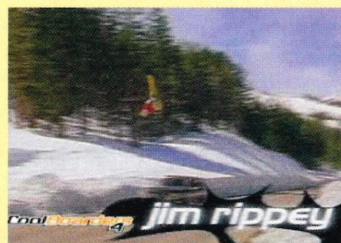


He's got some serious big 'air and a big 'at as well

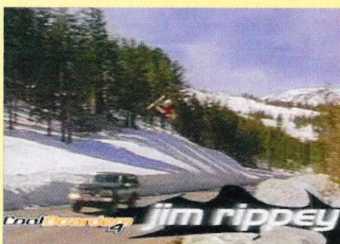
## FREQUENT FLYER



Have you had enough of waiting to cross busy traffic filled roads?

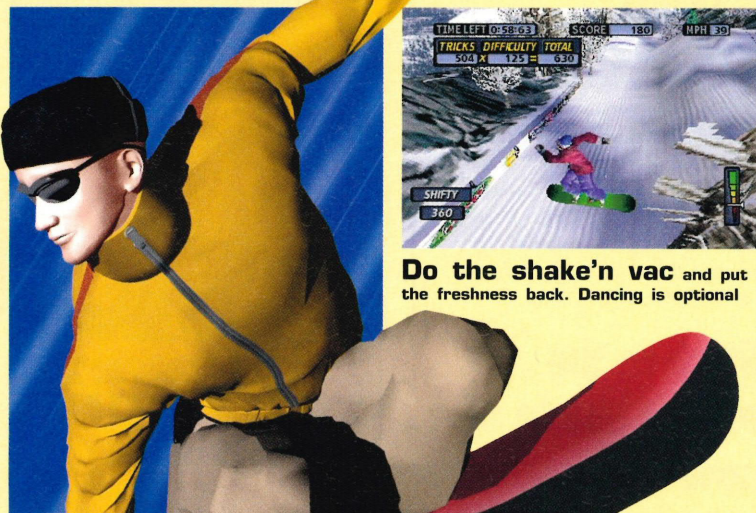


Does using pedestrian crossings get you down?



Take matters into your own hands and fly straight over, and voila!

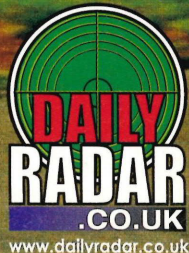
"Pull massive carves, totally crazy jumps and speed downhill at nearly 90 mph"



Do the shake'n vac and put the freshness back. Dancing is optional



Can't wait?



Computer and video games, DVD and movie news, as it happens.



# PREVIEWS

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# PREVIEWS

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TO KNOW  
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BIGGEST AND  
BEST TITLES!  
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SIX PAGES WE  
LIFT THE LID ON  
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YOU MUST BUY!



## Mat Hoffman's Pro BMX

Named 'The Condor' due to spending most of his chosen sport hanging in mid-air, *Mat* with one 't' has finally landed with this extended preview. Long awaited and eagerly expected, can he bring that special *Tony Hawk's* magic to the dirt tracks? Or will he have his wings clipped by *Dave Mirra*?



"Features eight courses, ranging from indoor ramp complexes to street and dirt track arenas"

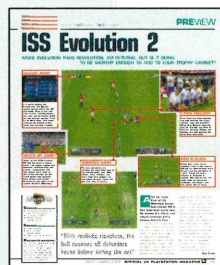
page **090**



## Freestyle Scooter

Beloved plaything of the capital's advertising types and manic children in supermarkets, the madness of two wheeled silver machines finally roll onto the PlayStation! Is this the start of something good or is it just another passing fad?

page **094**



## ISS Evolution 2

The best footy game of all time has changed its shirt, stretched those tendons and is limbering-up for a triumphant return to the field of play. With licensed teams and a souped-up game engine, can Konami really steal another stunning double?

page **095**



## European Super League

Create your own goal celebrations in precisely recreated stadia while winning silverware for the biggest clubs on the continent all within a fantasy league. Will this fulfil our dreams of European domination or will the end result disappoint? Read on...

page **096**

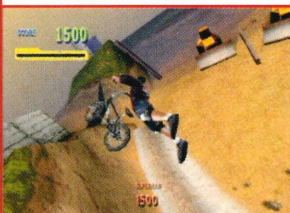


# Mat Hoffman

## Pro BMX

THE BIRDMAN OF CARLSBAD HAS HAD AN IMAGE CHANGE. HE'S UNDERGONE A TRANSFORMATION AND NOW FLYS ON TWO WHEELS

### ROCKETMAN SAM

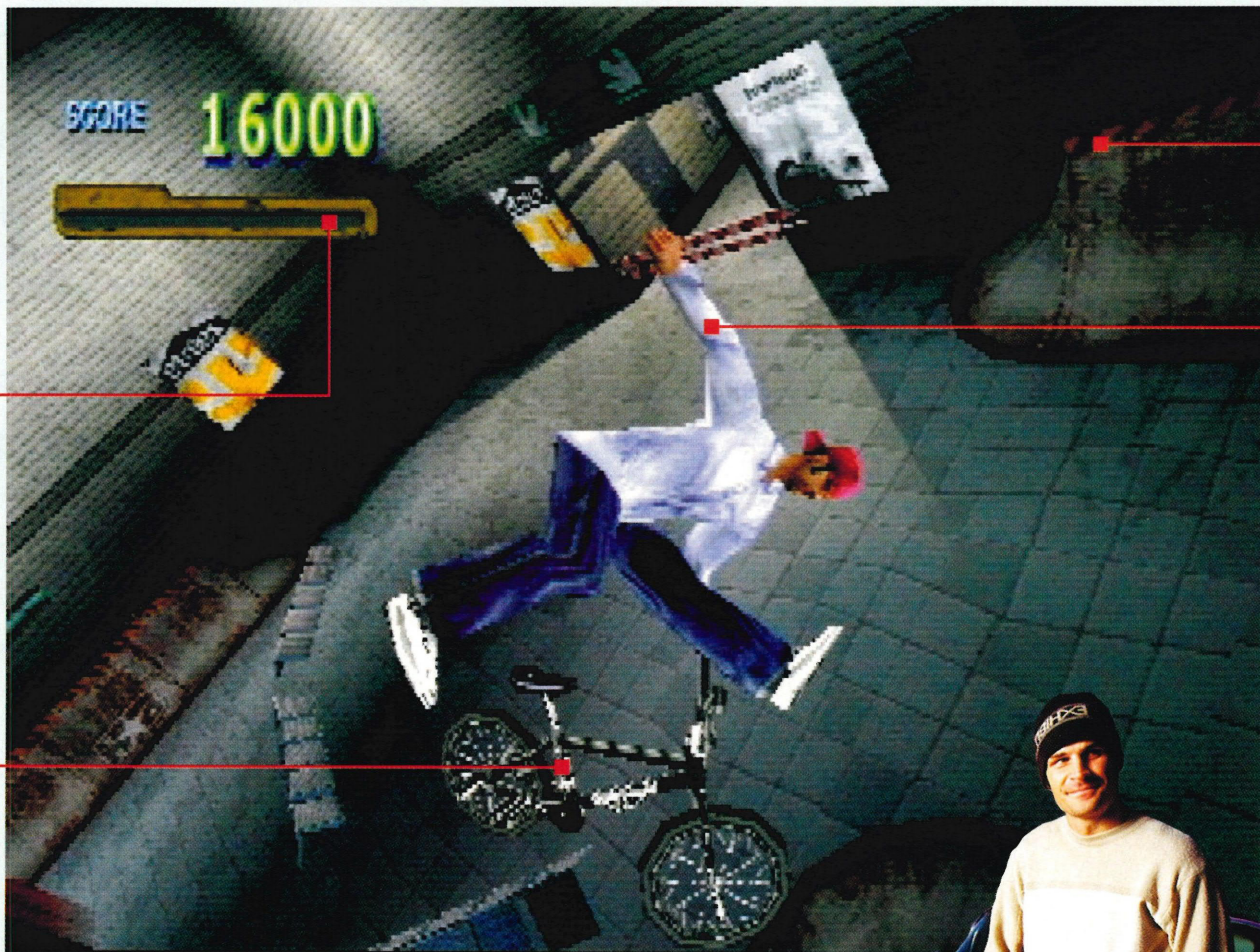


As in *THPS2*, filling the special meter not only makes you faster and more able to pull off bigger airs, but it also gives the rider access to loads more extra special moves

### KIT TO DIE FOR



Trying to get some serious air requires a proper bike for the job. Fortunately, *Mat Hoffman's* features a large selection of real life competition standard BMX's. Top manufacturers such as Huffy, Trek, K2 and Mat's imaginatively named own brand - Hoffman Bikes - are there to pick and choose from



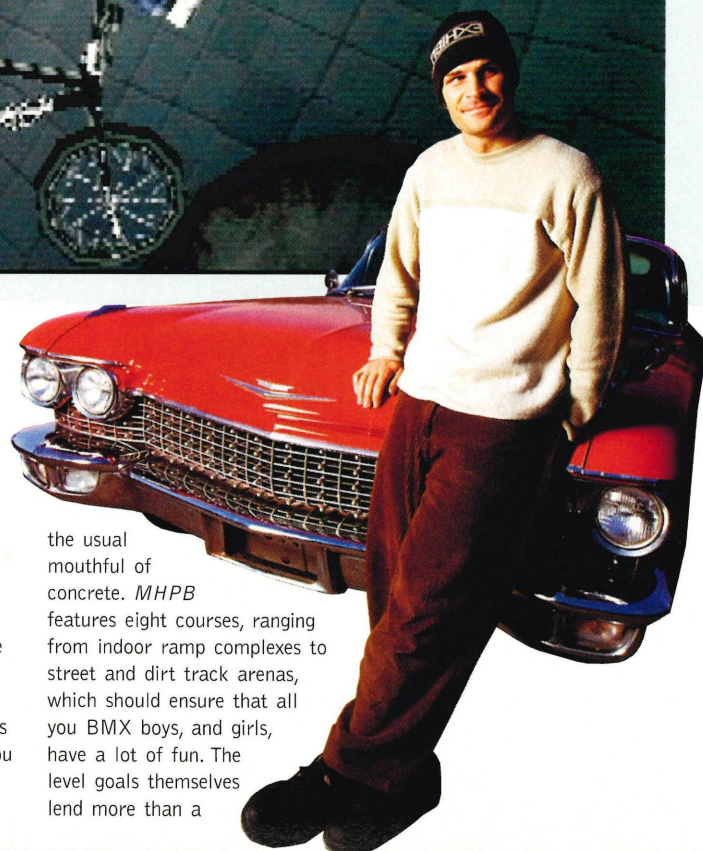
**F**inally, after enduring months of delays and set backs, *Mat Hoffman Pro BMX* is almost with us. As the game is based on the same engine as *TH2*, it shouldn't come as a surprise that this freestyle extravaganza is regarded by some as 'Tony Hawk's on two wheels'. Visually, there's little to distinguish one title from the other, however, once you begin to play, the subtle differences start to become clear.

Developers RuneCraft have tried to realistically capture the

**"The weighting of the bike and rider is much heavier, making it a real effort to swing your BMX around"**

feel of riding a BMX. As a result, those used to playing *Tony Hawk's* will find the experience is often less forgiving and can be frustrating at first. The main difference is that the weighting of the bike and its rider is much heavier, meaning

it's a real effort to swing your BMX around. However, because of this, making those killer moves, like Supermans, Rocket Queens and India Airs, becomes all the more enjoyable when you actually manage to pull them off, instead of ending up with



the usual mouthful of concrete. *MHPB* features eight courses, ranging from indoor ramp complexes to street and dirt track arenas, which should ensure that all you BMX boys, and girls, have a lot of fun. The level goals themselves lend more than a



# Mat Hoffman Pro BMX

## DON'T GIMME LIP



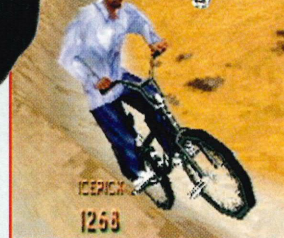
Grinds, slides and manuals are as essential a part of the proceedings here as they are in *Tony Hawk's 2*. Not only can the grinds and slides be mixed together, but other tricks can be linked together by using manuals. This is an essential skill to master in the quest for serious combo pointage



## RIDE LIKE A PRO



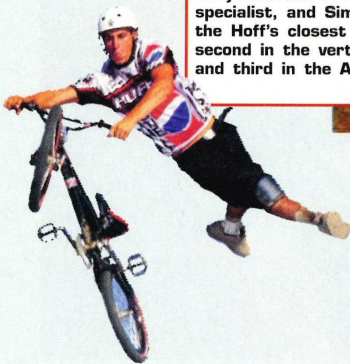
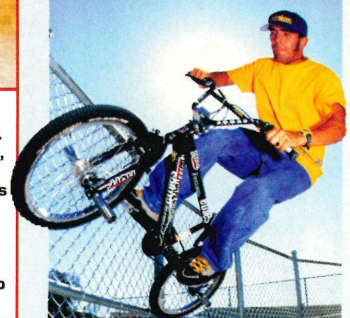
Eight pro riders shred, slide and scrape their way through the game, but Mr Hoffman is the undoubted star. After all, he's the ten times winner of the World Vert Championship. Cory Nastazio is the dirt track specialist, and Simon Tabron is the Hoff's closest rival, coming second in the vert competition and third in the Alps Challenge



Mat Hoffman's control system is almost identical to *THSP2*'s. The only real differences being, that instead of flipping the board, you spin the bike, grabs have turned into no-handers and, well, you get the picture. Unlike a skateboard, however, the bike has to be flipped in the direction you want it to go

## TRANSFER TALK

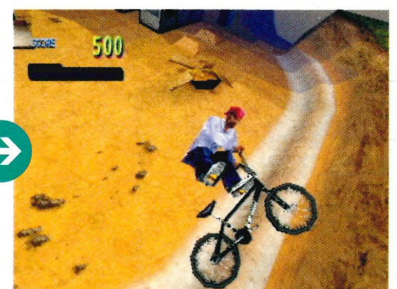
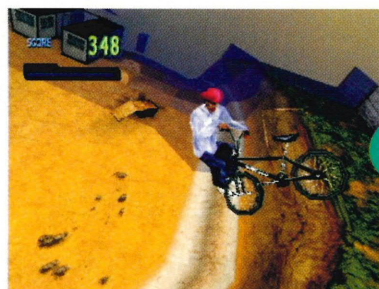
Transfers over half-pipe channels, and from one ramp to another are yet another way to bring home some serious points. However, these bonus multipliers aren't always found in obvious places. To make the most of all the transfer combos in each level, utilise the Freeride mode and check out every possibility



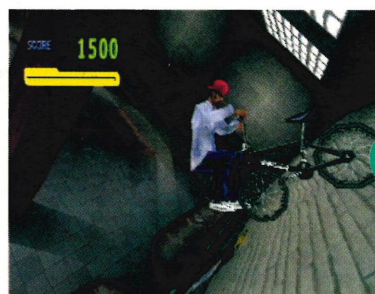
passing nod to the game's four wheeled predecessor. Though, while *Tony's* arenas feature eleven tasks, *Mat's* only manage five. In addition to the regular levels there are of course a smattering of competitions thrown into the mix as well. Ride head-to-head with the game's other riders, as you compete for a medal placing, over three runs.

Seven other pro riders are featured in the game, including the likes of Joe 'Butcher' Kowalski, Mike 'Rooftop' Escamilla and Cory 'Nasty' Nastazio. Each comes complete

## FLYING LESSONS



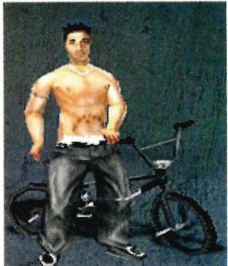
*Tony Hawk's* skateboarding fanatics, used to outrageous gravity-defying stunts, should ready themselves further for some more of those dazzling vertical skills. While it initially takes a lot more effort to get bikes, as opposed to boards, airborne, once Hoffman and his pals are up there, almost anything's possible. No hands? Fine. No feet? Can do. No bike? Er, yep, you can do that as well. Basically, just think of the coolest moves a real BMX rider would manage, then pump things up by around two hundred percent. Ace. It's not too difficult either, our armchair training course is far easier than spending years down the skate park perfecting those sick backflips





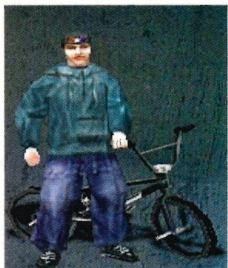
## RIDERS ON A STORM

CELEB-PACKED  
BMX ACTION



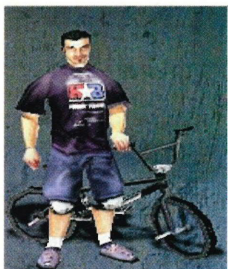
### Cory Nastazio

The hip-hop BMX veteran who's known as 'Nasty', even by his own mother



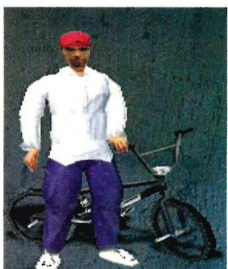
### Joe Kowalski

Riding his brakeless metal steed, his mates call him 'The Butcher'



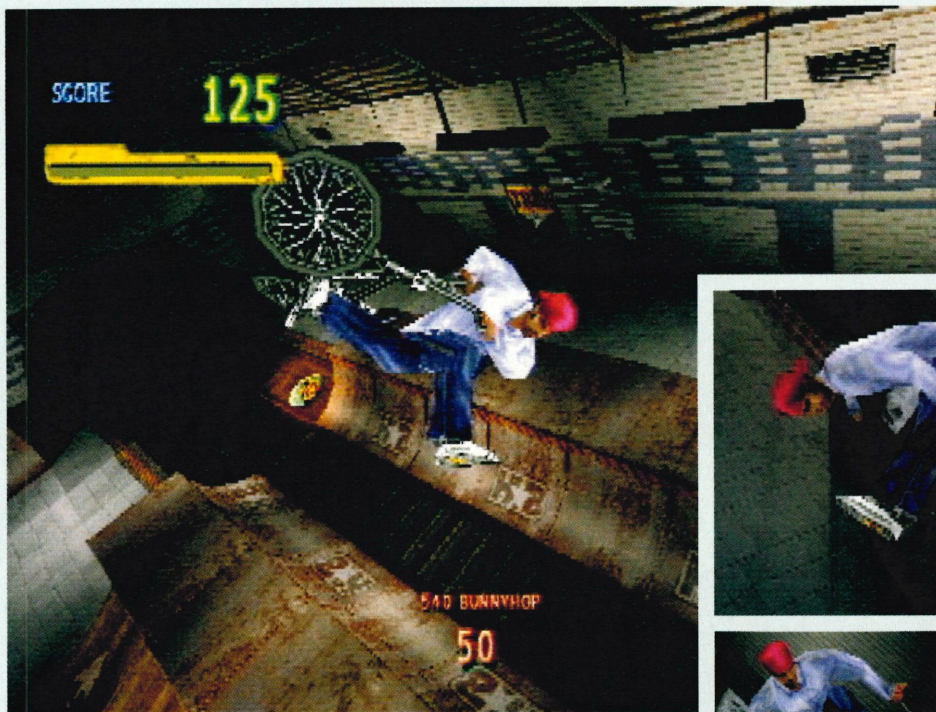
### Mat Hoffman

The main man himself. Truly the Tony Hawk of the BMX world



### Mike Escamilla

This man is more street than a thousand tons of freshly laid Tarmac



If you remember school holiday mornings, BMX Beat and the Ruffle brothers' freestyle skills (which were certainly impressive) but they never defied the laws of physics quite like this



As you progress through the game, more and more top freestyle locations become available for ripping up BMX-style. Head over to London Town, break into an old deserted Underground and cut loose in Good Ol' Blighty's BMX playpen. Just don't go down the tube

**"It features eight courses, which should ensure that all you BMX boys and girls are having plenty of fun"**

the same H-O-R-S-E, Trick Attack and Graffiti Modes. As you are probably aware, THPS2 comes complete with its very own level editor, so it'll come as no surprise that there's also one included here. However, what

does come as a slight shock, is that it uses exactly the same level editor. Which leaves us wondering whether, or not all of those lovingly created THPS2 skateparks will be compatible with Mat Hoffman?

Putting the new bike physics, levels and riders aside, MHPB is still looking rather like a cut down version of Tony Hawk's 2. That said, it's still shaping up to be a fine BMX game and, rest assured, it is definitely going to give Mat's arch rival, BMX bandit Dave Mirra, a run for his money. Let the BMX battles commence.

Richard Owen

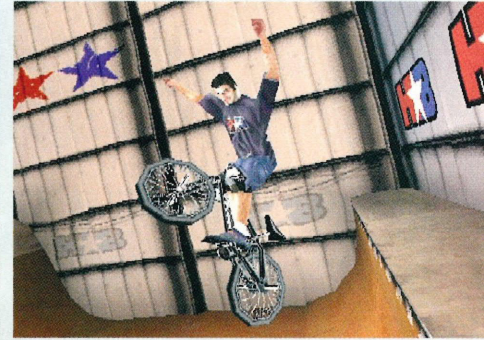
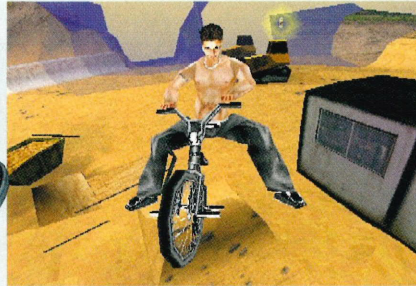




# Mat Hoffman Pro BMX

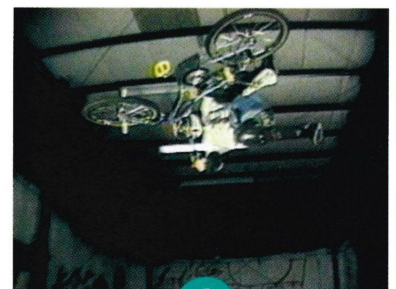


**Anyone for some** crossed-up, look back Indian airs? It sounds smart and looks good, and while it's not quite as extensive as *Tony Hawk's* trick list, this arsenal of BMX wizardry should easily be more than enough to keep even the most rabid BMX fiend seated



In addition to indoor plywood parks and our Mat's personal BMX factory, the game also features a whole range of varied terrain with which to test your BMX metal. With concrete skateparks, abandoned construction yards and the game's create-a-park mode it all gives you plenty of room to roam

## LOOK MOM NO HANDS NO FEET AND OOPS, NO HEAD EITHER...



As well as the game's seriously impressive pixelated BMX vision, there is an absolute shed-load of real FMV footage. This is tucked away and it is just waiting to be released. In addition to the introduction video, each of the game's pro riders have separate mini videos that are unlocked as you make progress through the game. This seriously frenzied footage is crammed full of back flips, massive airs and loads of super sick manoeuvres. Some of the stuff they manage to pull off here is almost unbelievable, and remember don't try this at home, either on the street or in the park. In fact, don't try this anywhere, other than on your PlayStation

### OPINION

#### POINTS

- Smart new BMX trickery
- Real life rider roster
- It's *THPS2* all over again

#### POINTS

- Not enough changes from *THPS2*
- Dodgy collision detection
- It's taking ages!

#### ADVANCE WARNING

There's little doubt that *Mat Hoffman* will be a decent enough game. But it's taken so long in production, we really did expect more differences between it and *THPS2*, which it originated from



# Freestyle Scooter

HOT ON THE HEELS OF TRADING CARDS, WRESTLING AND ERM, YO YOS, COMES THE LATEST CRAZE TO UNDERGO A VIDEOGAME MAKEOVER

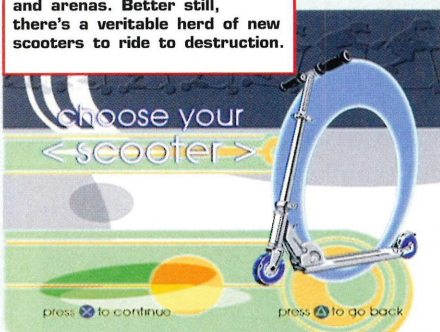
## WHEEL OF FORTUNE



One of the set tasks for each arena is collecting the necessary number of wheels. In later levels, you'll need to summon all of your scootering prowess, as some are hidden in extremely difficult places.

## PERAMBULATION

You start the game only able to pick the colour of your metallic mini-steed. However, tick off enough boxes from the game's list of tasks and you'll be rewarded with new characters and arenas. Better still, there's a veritable herd of new scooters to ride to destruction.



## ACROBATIC TRICKS

The game almost contains enough stuntage to give the venerable Mr Hawk a run for his money. Here though, the tricks are much, much easier to pull off. So there's no excuses for fluffing them, then.

## AGAINST THE CLOCK



To free members of your scootering gang, you'll need to bag all the wheels from Norton's floating skateparks in the sky. The time limit is extremely tight here, so you'll need to get your skates on.

## HAIRY MOMENT

Check out the game's credits and you'll be treated to one of the most bizarre FMV movies you're ever likely to see. The film follows the antics of a scooter wielding gorilla, a crocodile, a bear and a rabbit. To top it all, the rabbit decides to go for a haircut at the end of the movie. Most odd.



**A**n accepted point of view round these parts, is that riding around on a micro scooter is a sure fire way to make yourself look like a right wazzock. However, despite this obvious drawback, Crave has bravely had a stab at converting the plaything of many a clueless celeb into yet another radical sports game. This has ended up with some bizarre results.

Despite the visual differences, *Freestyle Scooter* owes a huge debt of gratitude to the elder statesman of street

sports. Pick up the pad and, if you've ever dallied with either of Mr Hawk's games, you'll be in immediately familiar territory. However, while Tony and the rest of his contemporaries have gone for straight simulation, *Freestyle Scooter* cocks its hat at a very jaunty arcade-like angle. Cue the skateparks in the sky, giant robots and captured chums. Yes, there's far more to this game than simply collecting cash and pulling off tricks. The fate of the whole planet is threatened by Norton the giant robot, and everyone's counting on your scootering skills to save the day.

**"Don't gad around like a prat on the real thing, keep your cool by playing this instead"**

*Freestyle Scooter* is a real laugh and doesn't take itself too seriously. It's very simple to pick up and play and it's a top

wheeze to boot. Playing this is far, far better than gadding about on the real thing.

**Richard Owen**



## + POINTS

- Easy to utilise
- Tons of moves for each character
- Smart anime-esque style visuals

## - POINTS

- Lacking in depth
- Too easy for serious gamers
- Those crappy scooters!

## ! ADVANCE WARNING

The emphasis here is definitely about having fun. As a result this is shaping up to be a very playable arcade style game, but at the same time it's looking a little bit shallow



Publisher: Konami

Developer: KCET

Number of players: One to four

Release date: March

gravity/skill/lions/foul/match

PREVIEW

# ISS Evolution 2

MORE EVOLUTION THAN REVOLUTION, *ISS* RETURNS, BUT IS IT GOING TO BE WORTHY ENOUGH TO ADD TO YOUR TROPHY CABINET?

## LEAGUES APART

## Schedule Table

		1st Round	1-7
1	Shirazpoor	VS	UTM
2	Bartmeyer	VS	KMA
3	Rome	VS	WMT
4	International	VS	LIS
5	Leeds	VS	112
6	Firenze	VS	410
7	Amsterdam	VS	453
8	Marseille	VS	MDL

Schedule Table

Cancel

Help

In a world without the Premiership, The Master League system offers the *ISS* alternative. Build a club side from scratch, earning players with wins and promotion within the new two-tier system. From Rio to West Ham, each team competes by building dream teams and pursuing trophies.

1st 24:00

IN	Phillips	20
	Heskey	19
	Barry	15
OUT	Owen	10

## WHAT'S MY NAME?

Thanks to the FIFPro license, *ISS* now has what it always lacked, real players names and likenesses. Unfortunately, the grounds, competitions and team names don't come as part of the package. So you should expect ties between Roma (Rome) and London (Arsenal) to take place in the Legends Stadium (Wembley).

## ANIMATED SHORT

The new animations are certainly the most fluid seen in any football game, ever. New tackles, fouls, headers, and shots mean that players can now follow through, shove and dive their way to victory.

## C'MON ENGLAND!

Each team has been updated and now includes the latest call-ups, caps and transfers. While Alan Shearer may still play for England, the likes of Gerrard, Barmby, Phillips and Heskey, are now wearing the three lions with pride.

## MEN IN BLACK

Raking your studs across someone's knee in the original *ISS* had no repercussions more serious than the possibility of a card. Things are quite different in *Evolution 2*, however. Not only do the refs clamp down on dangerous challenges, but players also miss games due to injury.



### POINTS

- Increased footballing realism throughout
- Licensed players
- Better Master League option

### POINTS

- Some slowdown
- No licensed league teams
- Camp running animation

### ADVANCE WARNING

No radical departure from the last of the *ISS Evolution* series. Tweaks and twists add realism, pushing the game nearer perfection. But the lack of high speed action is likely to disappoint

"With realistic ricochets, the ball cannons off defenders knees before hitting the net"

After the 'Osaka Error' of *ISS Millennium*, Konami have returned *ISS* to their Tokyo team, wiping away the memory of a inferior rival console conversion with a stunning return to form.

With more of a polish, than a complete makeover, KCET has taken the essential core of what made *ISS* great. It has improved the animations, added injuries and updated the player AI. But, underneath this cosmetic work, new physics means witnessing the ball ricochet realistically off defenders knees, before nestling

happily in the back of the net. Players follow Newton's Laws too. Accelerating attackers find it trickier to turn and stationary strikers will find sidestepping defenders far harder than before. But the biggest single improvement is the addition of a license that allows real player names to be used – even if the major tournaments and leagues still hide under false names.

Despite still labouring under the same lame commentary, Konami's newest signing, once again, looks like a serious contender for some silverware.

Alex Cooke



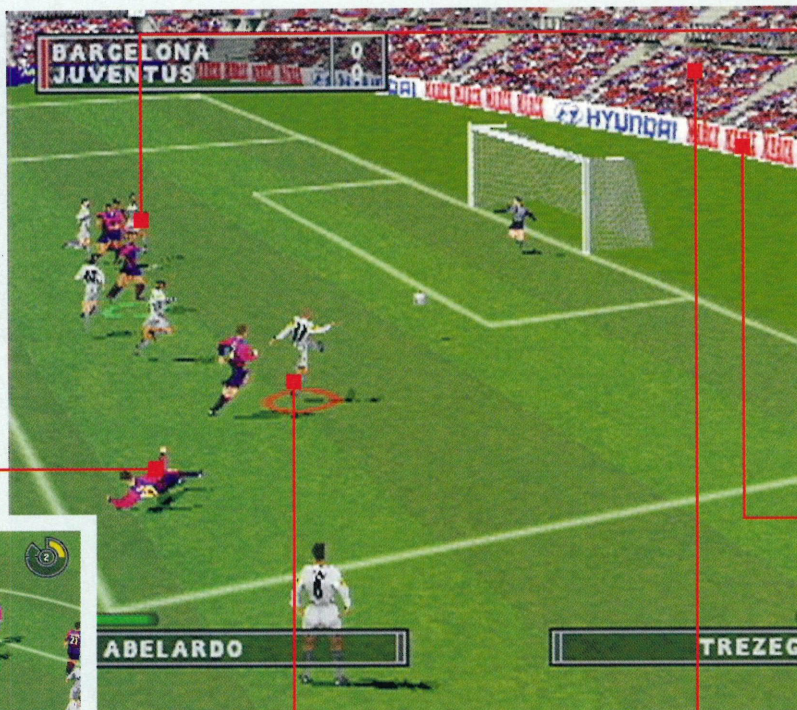
# European Super League

WHACK THE REF, PUNCH A RIVAL PLAYER AND LOON ABOUT IN GLORY WHILE THE FANS CHEER YOU ON TO VICTORY

## DOGS OF WAR

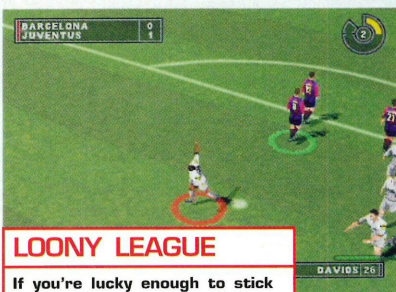


Depending on how you look at things, the ability to mow down referees, your team mates and, of course, the opposition, is either a top whizz or a terrible footballing travesty. However, we firmly believe that this makes for some of the game's tastiest moments. Bring it on!



## DON'T FANCY YOURS MUCH

ESL supposedly features real life texture-mapping of every player in the game. If that's true, then making a television appearance must make for a very flattering experience. Have a gander at this little lot and you'll see what we mean. Or are they really that ugly? What do you think?



## LOONY LEAGUE

If you're lucky enough to stick one up the opposition, ESL's create-a-celebration feature gives you the opportunity to run around like a loon, in your unique and special way.

## CHIRPY CHANTING

Apparently, ESL's development team has been going to see all the teams featured and recording their fans in full voice, for use in the game. Strangely enough, we can't detect any foul or abusive language at all, although our Turkish may be a little rusty.

## STADIA OF DELIGHT



The game's developer has lovingly recreated every brick, girder and burger stall from your favourite team's stadium, for use in the PlayStation of your choice. ESL's footballing arena's are definitely some of the swankiest we've seen.

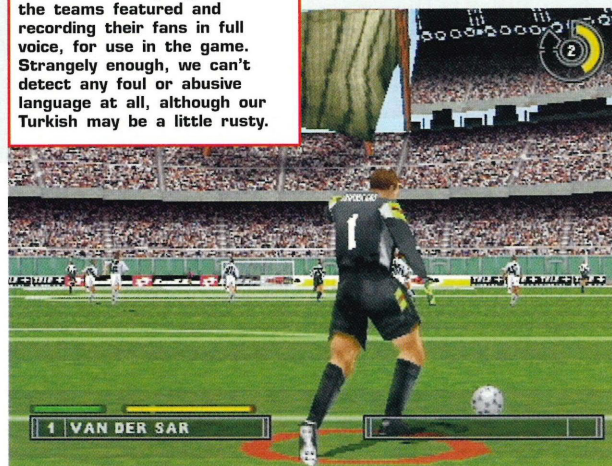
Releasing a PlayStation football game is a brave endeavour given that all comers are instantly compared to Konami's masterpiece *ISS*. In spite of this, plucky Virgin has produced *European Super League* – presumably with the aim of doing some giant killing all of its own.

ESL is a realistic competition loosely based on the Champions League. The sixteen featured, and fully licensed, teams not only boast texture-mapped players and lovingly

recreated stadiums, but realistic crowd chants too. The game also gives players the unique ability to do their own celebrating when they blast the ball into the opposition's net. In an attempt to woo novices as well as the more experienced, developers Crimson have included two control options: choose between an arcade system, or simulation mode, which is similar to *ISS*.

ESL has all the hallmarks of a great footie title, however, there are a few niggles to iron out to be in with a shot of the PlayStation Premiership title.

Richard Owen



"Players can do their own celebrating after blasting the ball into the opposition's net"



## + POINTS

- Real life players and models
- More real life, in the form of stadiums
- You can foul the ref and get away with it completely

## - POINTS

- Ponderously slow and painful game speed
- Your players seem scared of the ball
- Unresponsive controls

## ! ADVANCE WARNING

Good visuals are let down by the game's slow nature. Slowish controls makes it feel like you're running in glue



# WIN!

A WHOLE STACK OF MAT HOFFMAN GOODIES!!



## BAG THIS ACE BMX!

Nobody gets air like BMX legend Mat Hoffman. He's broken more bikes, and more bones in his body than anyone else while perfecting the art of riding the biggest vert ramps in the world. What's more, he makes it look easier than a ride down the shops. Mat now uses his hard-earned knowledge to design his own range of BMX bikes – including this Hoffman 900, named after the 900 degree spins he pioneered – for

riders looking for their first taste of ramp and street riding. It comes equipped with a full-on 4130 Chromoly steel frame, 48 spoke wheels, two finger Dia Compe brakes, one piece Hoffman cranks, full set of grind pegs and gyro detangler. Oh, one more thing. The 900 is bright red, a fact which makes it 3mph faster than any other bike out there. Just answer the following question to bag yourself one for nothing!

## PRIZES!

### 1ST PRIZE

A red Hoffman 900 (worth £279.95!) and an exclusive Mat Hoffman beanie!

### FIRST FIVE RUNNERS UP

Each winner will receive one Mat Hoffman Hoodie and Beanie!

### NEXT FIVE RUNNERS UP

Each winner will receive one Mat Hoffman Beanie each!

Three readers will each win a copy of *Burnstrick*, JVC's new Wakeboarding sim.

Activision would like readers to note that the actual prizes may differ slightly from the images shown



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Please include your name, address and phone number. Under 18's must include the signature of a parent or guardian. Closing date: March 14 2001.

AND THE QUESTION IS

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 Xena Warrior Princess  
 X men vs Street Fighter  
 Xenogears  
 X-Com Terror from Deep  
 X Games Pro Border  
 3 Xtreme  
 X2  
 Xenious 3DG  
 X-Men Children of Atom  
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